

foreword by
game creator
jane jensen!

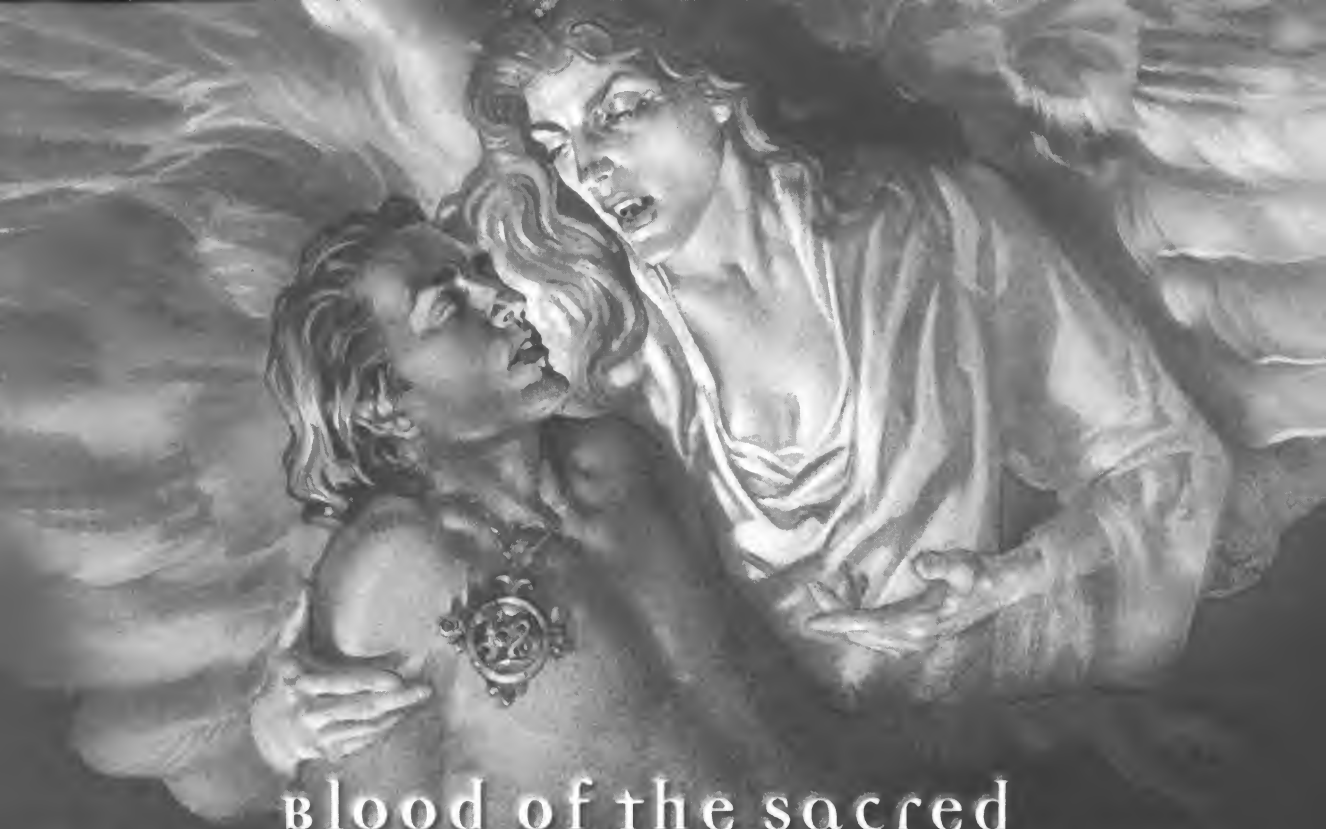
blood of the sacred

GABRIEL KNIGHT³

blood of the damned



Rick Barba



blood of the sacred
GABRIEL KNIGHT3
blood of the damned
PRIMA'S OFFICIAL STRATEGY GUIDE

PRIMA GAMES

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contents

Foreword	VI
Part 1: The Annotated Walkthrough	1
Chapter 1: Day 1	3
10am-12pm	4
12pm-2pm	10
2pm-4pm	13
4pm-6pm	28
6pm-10pm	33
Chapter 2: Day 2	40
7am-10am	40
10am-12pm	47
12pm-2pm	65
2pm-5pm	72
5pm-10pm	88
Chapter 3: Day 3	173
2am	104
7am-10am	108
10am-12pm	119
12pm-3pm	143
3pm-6pm	149
6pm-9pm	157
9pm-midnight	173

BLOOD OF THE SACRED GABRIEL KNIGHTS Blood of the Damned



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Foreword	VI
Part 1: The Annotated Walkthrough	1
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10am-12pm	4
12pm-2pm	10
2pm-4pm	13
4pm-6pm	28
6pm-10pm	33
Chapter 2: Day 2	40
7am-10am	40
10am-12pm	47
12pm-2pm	65
2pm-5pm	72
5pm-10pm	88
Chapter 3: Day 3	173
2am	104
7am-10am	108
10am-12pm	119
12pm-3pm	143
3pm-6pm	149
6pm-9pm	157
9pm-midnight	173

Part 2: The “No-Frills” Solution Path	173
Chapter 4: Day 1	174
10am	174
12pm	175
2pm	176
4pm	179
6pm	180
Chapter 5: Day 2	183
7am-10am	183
10am-12pm	184
12pm-2pm	188
2pm-5pm	190
5pm-10pm	194
Chapter 6: Day 3	197
2am	197
7am-10am	198
10am-12pm	200
12pm-3pm	202
3pm-6pm	204
6pm-9pm	205
9pm-midnight	206

Part 3: Reference	209
Chapter 7: GK3 Points List	210
Chapter 8: Important Items List	243



foreword

Rennes-le-Château exists. I visited in October of 1997. You can never reproduce the true feeling of a real place, although we've done our best in *Gabriel Knight 3*.

I drove down from Carcassonne, in the south of France, and the terrain slowly became drier as I approached the Pyrénées. The first thing I recognized from the maps and the endless photographs was Mount Cardou. When you actually stand before the mountain, it is smaller than you'd expect. Yet it has much personality for a mountain. It has a "presence," as some of the myths claim, even if the presence arises only from the many stories about the place. I dragged myself away and continued driving.

The roads are rural, narrow, and unmarked by lanes, curving around hillocks in a dry autumn heat. I knew I was close to the château, but nothing prepared me for rounding that hairpin turn and confronting it. Across a flat valley of farm fields, there it sat, perched on a hill that rose out of nowhere: Rennes-le-Château. I hadn't anticipated the setting sun, or the way the plowed-up earth became bright red, right there, just as you hit that spot. I stopped the car right on the road—mine was the only vehicle for miles—and stared. I had two overriding impressions. First, that it was breathtaking—perhaps some of the most beautiful, most haunting landscape I'd ever seen. And second, that the land was cursed. The red earth and the setting sun turned everything to blood. I felt like I'd wandered into the realm of King Arthur.

That was my first glimpse of Rennes-le-Château. Perhaps yours will be this game. I won't bother going into the myths and history of the region; you'll find all that out soon enough. What you should know is that you are embarking on a story that is only partially fiction. We have gone to great lengths to put into this game everything that is involved in the real-life quest of Rennes-le-Château. Here you'll find the church of St. Mary Magdalen—a place that is supposed to contain innumerable encoded clues to the mystery—reproduced in precise detail. You'll find the parchments that Saunière allegedly dug up and the paintings he copied. You'll find Mount Cardou and other landmarks in the area. You'll hear many theories about the treasure in the game, for you see, everyone has a theory. And finally, you *will* solve the mystery of Rennes-le-Château. What did the priest find? Where did he get his money? What treasure remains lost in the south of France and who put it there? And what are the ancient, heretical secrets of the Languedoc?

I have long been interested in the bizarre pages of religious history. I am intrigued by secrets; I must find them out. Perhaps that is why I love secret societies, heresies, and the “unexplained.” Rennes-le-Château has them all. If you read enough on the subject, you'll begin to wonder about the hidden motives that create history. Rennes-le-Château involves not only the Catholic church and the Knights Templar, but it gives a whole new impetus to any number of royal marriages, dynasties, and would-be usurpers like the Black Prince. And there's even ... but, no. Any decent writer would have said all there was to say in the piece itself. I'll leave you to experience it through Gabriel's eyes.

A final note about the gameplay: I approach adventure games as interactive fiction. You are the hero of a book—the main character of a tale—but you cannot simply turn the page to find out what happens next. You must *do* what the hero would do. *You* are the gumshoe, or in this case, the Schattenjäger (think of it as a medieval *X-Files* kind of sleuth, handed down through the family).

There's nothing to fear. Put yourself in his shoes, use this guide when you must, and start to play ...

—Jane Jensen





part I

THE ANNOTATED WALKTHROUGH

introduction

Welcome to the only official strategy guide to *Gabriel Knight 3: Blood of the Sacred, Blood of the Damned*, the latest installment in the award-winning series of eerie “Schattenjäger” detective games created by Jane Jensen. *Gabriel Knight 3* hit the shelves in late 1999 after months of almost rabid anticipation. Some critics even saddled the entire future of computer adventure gaming onto the game’s broad back.

Fortunately, they picked the right horse.

Spooky, brilliant, controversial, funny, touching, and, above all, character-driven, *Gabriel Knight 3* stakes a legitimate claim as the best adventure game ever made. Jensen’s design blends an intricate plot with Sierra’s spectacular new 3-D engine to create a truly meta-cinematic experience. Of course, like any great adventure game, *Gabriel Knight 3* features tough, logical puzzles that arise “organically” from the plot. And that’s where we come in.

HOW TO USE THIS BOOK

This book is eminently easy to use. Note, however, that it is not a substitute for the *Gabriel Knight 3* game manual. As a “strategy guide,” this book assumes you’ve read all of the documentation that comes with the game, including the graphic novel that introduces the story.

part 1: The annotated walkthrough

This section offers a detailed, step-by-step solution path through *Gabriel Knight 3*. Designed to guide you visually through the story, it features pictures of every significant event in this very cinematic game. The walkthrough is divided into three chapters, one for each game day. Use the Table of Contents to find the day and location where you need help, then turn to the corresponding section of Part 1 to get all the answers you seek.

What does “annotated” mean? In this case, it means you get more than just quick, mindless solutions. You get explanations of plot and/or puzzle logic; you get background information; and you get directions to some of the dark (and often amusing) corners of the game that lie beyond the solution path.

Keep in mind that *Gabriel Knight 3* tells an essentially linear story, yet the game’s 3-D world lets you, the player, discover that story in myriad ways. This annotated walkthrough, based on the designer’s own optimal solution path, tries to tell the story efficiently without sacrificing dramatic effect.

part 2: The “no-frills” solution path

This quick, straightforward solution path guides you through *Gabriel Knight 3* in the most direct and efficient manner, leaving many interesting plot nooks and character quirks unexplored. The No-Frills Path assumes you’re familiar with the general game controls and special interface controls. If this is not the case, we recommend you read Sierra’s excellent game manual before consulting this section.

chapter I

DAY I



THE FIRST DAY OF *Blood of the Sacred, Blood of the Damned* opens in Room 25 of the quaint L'Hotel de Rennes-le-Chateau. You play all of Day 1 as Gabriel Knight. But don't worry, Grace fans. Gabriel's witty and cerebral partner, Ms. Nakimura, shares top billing in Days 2 and 3.

10am — 12pm

Hotel

GABRIEL'S ROOM (ROOM 25)

- ❖ OPEN the dresser by the window.
- ❖ PICK UP the piece of masking tape stuck to the back wall of the dresser.
- ❖ PICK UP the hanger on the dresser bar. (This can be done as late as Day 2, 2pm.)
- ❖ OPEN the room door to exit to the hall.

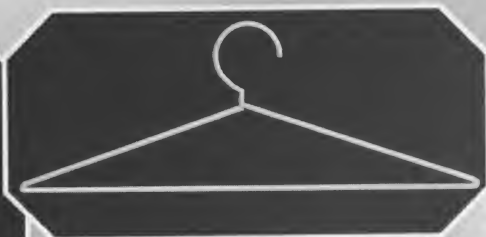


FIG. 1-1. START OFF BY RANSACKING YOUR DRESSER FOR THIS PAIR OF PRICELESS TREASURES—A HANGER AND SOME MASKING TAPE.

UPSTAIRS HALL

- ❖ Go to the stairs and move the cursor over them.
- ❖ Click when the cursor is a down arrow to descend to the lobby.

LOBBY

Gabriel Knight fans know what he craves first thing each morning. No, I'm talking about coffee. Let's find some. Go through the wooden archway into the hotel dining room.

DINING ROOM



FIG. 1-2. DETECTIVE MOSELY. WHAT'S A PORCINE SLOB LIKE YOU DOING IN A PLACE LIKE THIS?

- ❖ Watch the automatic scene: Gabriel meets his old New Orleans buddy, Detective Mosely. Ever spilled a bushel o' lies? This scene is what it sounds like. Note that Mosely is staying in Room 33.
- ❖ Exit to the lobby.

LOBBY



FIG. 1-3. JEAN THE DESK CLERK WANTS YOUR STAY TO BE SO PERFECT. CHECK THAT GUEST REGISTER ON THE DESK BEFORE YOU TALK TO HIM.

- ❖ Walk Gabriel to the main desk. Jean, the daytime desk clerk, introduces himself most humbly. Yes, let him know if there's anything you ... need.
- ❖ But before you chat with Jean, READ the guest register on the desk. You get a close-up of the book. Aha, the people on the tour group.
- ❖ Now TALK to Jean about all topics. Regarding the hotel guests, *excusez-moi*, he suggests you speak with Simone, the night clerk.



FIG. 1-4. EMILIO BAZA. HE ISN'T VERY CHATTY, BUT HE SEEMS PLEASANT ENOUGH.

- ❖ Cross the room and TALK to Emilio Baza, the guy reading the newspaper in the lounge. INTRODUCE YOURSELF and discuss all topics. Gabriel can't get much info out of the guy, other than his Middle Eastern origins.
- ❖ Cross the room and OPEN the red curtains (just right of the main desk) to enter the phone booth alcove.

PHONE BOOTH ROOM

- ❖ Open Inventory and click on Prince James's card, then click on the PICK UP icon to make the card your active inventory item. Exit Inventory.
- ❖ Use Prince James's card on any of the three phones to call Prince James.



FIG. 1-5. USE PRINCE JAMES'S CARD TO CALL HIS HIGHNESS AND GET THE ROYAL BRUSH-OFF.



Note that as Gabriel converses with the Prince, someone enters the adjacent phone booth. After Gabriel's phone conversation ends, take a peek at the sandal-shod feet of the occupant.

- ❖ Try to LOOK at and LISTEN to the occupied phone booth.
- ❖ OPEN the curtains to exit the phone booth room.

LOBBY

Note that Jean frequently leaves his post at the main desk to perform little tasks. Then OPEN the front door to exit the hotel.

COURTYARD (EXTERIOR)

See that woman to the left, by the minibus? That's Madeline Buthane, tour group leader. Go chat with (as Jean put it) "the mouth of the horse itself." Note that Emilio Baza exits the hotel shortly after you do and sits on the courtyard bench.



FIG. 1-6. MADELINE BUTHANE. SHE'S SMART. SHE'S COY. AND SHE'LL LET YOU HANG WITH HER TOUR GROUP FOR JUST TWO THOUSAND FRANCS.

- ❖ TALK to Madeline Buthane. Gabriel learns that Madeline drove four tour members from Toulouse—John Wilkes, Lady Howard, Miss Stiles, and Mosely. But Emilio Baza and Buchelli "made their own arrangements" for transportation to Rennes-le-Chateau.
- ❖ Approach Emilio and check out his footgear. Look familiar?
- ❖ Try to TALK to Emilio when he sits on the courtyard bench. So much for that idea.
- ❖ Go to the bookstore behind Madeline's bus, in the corner of the fountain plaza.

fountain plaza



FIG. 1-7. THAT FRENCH BOOK ON THE HOLY GRAIL TRIGGERS A HAZY RECOLLECTION FROM THE NIGHT BEFORE.

- ❖ LOOK at the French “*San Gréal*” book in the bookstore window. (There’s an English version, too, but it doesn’t trigger the memory.) Gabriel remembers how the two men on the train mentioned “*San Gréal*.”
- ❖ Go to the Museum Saunier. (Check the overhead map of Rennes-le-Chateau at the beginning of Part 1 for the route to the museum.)

note

NOTE THE PICTURE OF THE NOVELIST IN THE RIGHTMOST WINDOW OF THE BOOKSTORE.

THAT’S JANE JENSEN, THE GAME’S CREATOR.

museum saunier

- ❖ Climb the stairs and OPEN the door to enter the museum.



FIG. 1-8. LE MUSEE D’SAUNIERE IS A GOOD SOURCE OF BACKGROUND INFO ON THE MYSTERIOUS HISTORY OF RENNES-LE-CHATEAU AND THE SURROUNDING VALLEY.



- ❖ INSPECT the Lost Items box just inside the door.
- ❖ Try to PICK UP the hat in the Lost Items box. Note Gabriel's comment, "Looks more like somethin' Mosely would wear."
- ❖ Continue down the small corridor to the reception desk.
- ❖ TALK to Madame Girard. The good madame has a thing about "fabulous wealth" and directs you to the museum history boards for more information ... if you are so very interested.
- ❖ Turn around and climb the stairs to the museum display room.

DISPLAY ROOM

- ❖ Starting with the panel on "The Celts" directly behind the ladies, INSPECT the hanging displays. Read them to learn the chronology of the events and inhabitants of the Rennes-le-Chateau area.
- ❖ Continue reading the panels on the far side, left to right. These tell the story of Sauniere.
- ❖ As Gabriel approaches the two women—Lady Lily Howard and Estelle Stiles—from the far side of the panels, he can overhear their discussion of cryptic phenomena. Sounds like a lot of hooeey, doesn't it?



FIG. 1-9. THESE HISTORY BOARDS ILLUSTRATE THE LANGUEDOC'S UNUSUAL PAST AND SAUNIERE'S MYSTERIOUS ACTIVITIES.



FIG. 1-10. APPROACH THE BRITISH LADIES FROM BEHIND THE HISTORY BOARDS TO EAVESDROP ON THEIR MUSINGS ABOUT THE NUMBER OF RA AND DR. WEN'S SACRED GEOMETRY. CLASSIC SCI-FI MOVIES PERHAPS?

- ❖ TALK to Lady Lily Howard and Estelle Stiles. What a swell pair of gals!
- ❖ Exit the museum and return to the fountain plaza. If you've completed all other tasks, this ends the time block.

12pm — 2pm

Hotel

Enter the hotel and go into the dining room.

DINING ROOM



FIG. 1-11. JOHN WILKES. THIS AUSSIE'S CHISELED FROM A BIG OL' BLOCK OF STONE.

- ❖ Eavesdrop on the conversation between “Maddy” and the Australian man, John Wilkes.
- ❖ TALK to Wilkes to introduce yourself. Afterward, for fun, watch him sneak some sly glances at Buthane.
- ❖ CHAT with Madeline. Not exactly warming up to your Cajun charm, is she?
- ❖ Exit the dining room and climb either set of stairs to the upstairs hall.

UPSTAIRS HALL

Something's going on up here. For some reason, Emilio Baza is switching rooms with Lady Howard and Estelle. He ends up in Room 27—next door to Gabriel—and the British women now occupy Room 31.



FIG. 1-12. WHY IS EMILIO TRADING ROOMS WITH THE BRITISH LADIES?

- ❖ Watch the room exchange scene.
- ❖ Try to KNOCK on Mosely's door (Room 33). He won't answer; he's too busy drying "those three or four strands of hair."
- ❖ Exit the hotel and go to St. Mary Magdalen's Church. (Check the overhead map of Rennes-le-Chateau at the beginning of Part 1 for the route to the church.)

st. mary magdalen's church

As Gabriel enters the church, the Abbé and a very impatient Italian tourist, Vittorio Buchelli, discuss the translation of the cryptic wording on one of Sauniere's statues.



FIG. 1-13. ABBÉ ARNAUD AND VITTORIO BUCHELLI. MEET THESE TWO FINE FELLOWS IN SAUNIÈRE'S CHURCH OF ST. MARY MAGDALEN. WHY IS BUCHELLI SO HOT ABOUT THE PHRASE PAR CE SIGNE TU LE VAINCRAS?



- ❖ Listen to the conversation between the Abbé and Buchelli.
- ❖ TALK to the Abbé.

Abbé Arnaud has some interesting things to say about the Magdalen cult that once flourished in this area. Note the exchange about the Black Madonnas—if the mother in the Black Madonna depictions is actually Mary Magdalen, who's the child? ("Excellent question, Mr. Knight.") Finally, Arnaud refers Gabriel to a young Templar scholar named Larry Chester.

- ❖ Approach the Italian tourist, Vittorio Buchelli.
- ❖ **TALK** to Buchelli.

In particular, ask Buchelli about his check-in at the hotel. He tells Gabriel he arrived late last night via train from Naples. Note this carefully. Note also his vehement insistence that "this is not a church, it is a tourist attraction."

- ❖ When your conversation with Buchelli is finished, move Gabriel away from him. Buchelli exits the church.
- ❖ Go back to the hotel dining room. (You can follow Buchelli all the way there if you want.)

Hotel

DINING ROOM

- ❖ **CHAT** with Lady Howard and Estelle.
- ❖ You can try to **TALK** to Buchelli, but Gabe thinks better of it.
- ❖ Go upstairs to Room 33, Mosely's room.

UPSTAIRS HALL

- ❖ **KNOCK** on Mosely's door. He lets you in.

ROOM 33 (MOSELY)

- ❖ **TALK** to Mosely about the first two topics, "Baby" and "Case."
- ❖ As you discuss the second topic ("CASE"), listen for a scuffling sound just outside the door.
- ❖ After Gabriel finishes discussing the case, click on the door and select **SNEAK** to catch Emilio in the hall. Note that Emilio sets down his water glass after taking one last guilty gulp.



FIG. 1-14. NAB THAT WATER GLASS YOUR MIDDLE EASTERN HALL MONITOR LEAVES BEHIND. IT MAKES A GOOD LISTENING DEVICE. RIGHT, EMILIO?

- ❖ TALK to Mosely and finish the rather extensive conversation. Here's where the game administers a healthy dose of back story.
- ❖ OPEN the door to exit into the hall.

UPSTAIRS HALL

- ❖ PICK UP the water glass Emilio left on the table in the hall.
- ❖ Go outside to the hotel courtyard to end the current time block.

2pm — 4pm

As the next time block opens in the hotel courtyard, Gabriel sees a moped speed through the plaza and realizes the rental shop is now open. Isn't it about time you scored some wheels for our hero? Go through the archway near the plaza's fountain to enter the courtyard of the moped rental shop.

moped courtyard

- ❖ Approach the rental shop door.
- ❖ TALK to the guy at the counter about renting a moped.



FIG. 1-15. THIS FRENCH GEAR-HEAD HAS A NICE HARLEY ON HIS LOT. BUT YOU CAN'T RENT IT WITHOUT DOING A FLAWLESS IMPERSONATION OF A TOUR GROUP MEMBER.

Yes, he has a bike for rent. But trust me, Gabriel would rather offer his liver to werewolves than drive the one available moped on the lot. Gabe wants that WWII army-issue Harley. But he needs to pass himself off as a tour group member first. Remember that the bike shop guy asked for a passport ID.

Next task: obtain photo identification and a disguise to match. Obviously, Gabriel needs to snatch the passport of a tour group member he can roughly resemble. That leaves out the women—Madeline Buthane, Lady Howard, and Estelle. Of the three men in the tour group, who would be a likely target?

- ❖ For fun, attempt to SHOOT and STAB the moped guy.
- ❖ LOOK at and THINK about the reservation list on the clipboard hanging in the window. Gabriel's not on the list, but ...
- ❖ Go back to the hotel.

Hotel

LOBBY



FIG. 1-16. MOSELY BAIT.
GRAB A MINT.
IT'S ON THE HOUSE.

- ❖ PICK UP a piece of candy from the dish on the table directly across the room from the front desk.
- ❖ TALK to Lady Howard and Estelle in the lounge and ask them about the room change. Mr. Baza kindly offered the exchange.
- ❖ Go upstairs and KNOCK on Mosely's door.

ROOM 33 (MOSELY'S ROOM)

- ❖ Optional: offer the CANDY to Mosely. (You'll have to get another piece later if you try this.)
- ❖ TALK to Mosely and ask about his passport. Looks like he keeps it in his rear pants pocket where it's, uh, safe.



FIG. 1-17. ASK MOSELY ABOUT HIS PASSPORT. GABRIEL'S CONCERN IS TOUCHING, ISN'T IT?

- ❖ LOOK at the gold jacket hanging on the coat rack. As Gabe says, it's about as "Mosely" as you can get. *Hint, hint.*
- ❖ If you gave Mosely the candy, go to the next step. If not, skip down two steps to the upstairs hall.

LOBBY

- ❖ If you gave Mosely your candy, PICK UP another piece of candy and go back upstairs.

UPSTAIRS HALL

- ❖ Put the CANDY on the table just around the corner, across from Room 27 (Baza's new room) under the "street" painting (see Figure 1-18).

LOBBY

- ❖ Approach the button panel just left of the front desk.
- ❖ Wait until Jean leaves the front desk.
- ❖ **PUSH the button numbered 33.** This buzzes Mosely in Room 33.
- ❖ Hurry back to the upstairs hall via the stairs on the right as you're facing the dining room.



FIG. 1-18. FIRST, PLANT YOUR MOSELY BAIT ON THIS TABLE. THEN BUZZ ROOM 33 TO LURE OUT YOUR MARK.



UPSTAIRS HALL

- ❖ At the top of the stairs, move the camera—that is, click and hold the left mouse button, then move the mouse—around the first hall corner, then down to the next corner.
- ❖ Click on the floor at the corner to walk Gabriel down the hall. Don't walk him *past* the corner. Mosely must not see Gabriel!
- ❖ Move the camera around the corner (quickly!) and watch Mosely, who is just leaving his room. After Mosely goes around the far corner (by Gabriel's room, number 25), move Gabriel near that corner. Again, don't move Gabriel to a position where Mosely can see him!



FIG. 1-19. WHILE MOSELY FUMBLES WITH THE CANDY BAIT, CLICK ON HIS BACK POCKET TO NAB HIS PASSPORT.

- ❖ Wait for Mosely to pick up the candy you left on the table.
- ❖ While Mosely is busy with the candy, click on his back pocket and select **PICK UP**. Gabriel will steal Mosely's passport.

OK, you've got the passport. But wait. Gabriel also must resemble the photo in the passport. I'm sorry to report that you need a Mosely disguise.

- ❖ After Mosely goes downstairs, hurry around the corner to Mosely's room, number 33.
- ❖ Quickly enter Mosely's room!

note

IF MOSELY RETURNS BEFORE YOU CAN RAID HIS ROOM, DON'T FRET. YOU CAN GO BACK DOWNSTAIRS AND PUSH THE ROOM 33 BUTTON TO LURE HIM OUT AGAIN. YOU CAN DO THIS REPEATEDLY, IF NECESSARY. SEE, MOSELY'S A LITTLE SLOW TO CATCH ON TO MOST THINGS.

note

IF YOU MISS MOSELY FUMBLING WITH THE CANDY, DON'T WORRY. YOU CAN REPEAT THE PREVIOUS SEQUENCE—CANDY ON TABLE, ROOM 33 BUZZER, PICK MOSELY'S POCKET—AS MANY TIMES AS NECESSARY UNTIL YOU GET HIS PASSPORT.

ROOM 33 (MOSELY'S ROOM)



FIG. 1-20. GRAB THAT GOLD BLAZER, FAST, BEFORE MOSELY RETURNS.

- ❖ Quickly **PICK UP** the gold jacket hanging on the coat rack!
- ❖ After Gabriel stuffs the coat into his pants—you have to see it to believe it—he automatically exits the room. Go downstairs to the lobby.

Now you have a passport and a gold jacket. But you need to do some further work to get Gabriel looking more Mosely-like. For example, Mosely is balding. How can we cover up Gabriel's impressively shaggy head of hair?

Museum sauniere

- ❖ EXAMINE the Lost Items box for a close-up of the cap inside.
- ❖ PICK UP the cap in the Lost Items box.



FIG. 1-21. THAT LOST CAP SHOULD HIDE GABRIEL'S HAIR QUITE NICELY AND, DAMN, IT GOES WELL WITH THAT JACKET.

- ❖ In Inventory, use the cap on the jacket.
- ❖ In Inventory, LOOK at the cap and jacket, then THINK about the combination.

Yes, your pathetically Mosely-like outfit is starting to come together. But, apparently, you need something else. As Gabriel puts it, "my face is still *way* too good-lookin'." In particular, Gabriel's chiseled jaw doesn't quite match up with the Mosely doughboy mouth. How can a man mask such a discrepancy?

OK, how about a moustache?

This is a tricky puzzle. First, you need to alter the passport. Then you need to alter Gabriel's upper lip. But before you try either, let's explore the area a bit since we're out and about.

tip

HINT: REMEMBER THE LOST ITEMS BOX AT THE MUSEUM SAUNIERE?

streets of Rennes-le-chateau

- ❖ After you exit the museum, turn right and follow the street through the stone tunnel. Just ahead is Villa Bethania.
- ❖ At the villa, turn right and proceed down the path to Tour Magdala, the medieval-looking tower.
- ❖ Enter the tower.

Tour Magdala



FIG. 1-22. TOUR MAGDALA. THIS IS THAT UNUSUAL TOWER SAUNIÈRE BUILT TO OVERLOOK THE VALLEY.

- ❖ Climb the stairs to the top of the tower. Wow, nice view.
- ❖ CHAT with Buchelli. What's he looking at? "Only God's splendor, my friend."

Hotel

LOBBY

- ❖ Wait until Jean leaves the front desk.
- ❖ **PICK UP** the black magic marker sitting on the front desk.
- ❖ In Inventory, use the magic marker on Mosely's passport. Gabriel draws a dashing moustache on Mosely's photograph.



FIG. 1-23. STEAL THE BLACK MARKER FROM THE HOTEL'S FRONT DESK AND USE IT TO MAKE A VAST IMPROVEMENT TO MOSELY'S PASSPORT.

OK, now Gabriel needs a moustache himself. He could try drawing one on his face with the marker, but that would be stunningly cheesy and unprofessional. No, Gabe needs actual black hair stuck to his upper lip. Next quest: find a good source of black hair.

streets of Rennes-le-chateau

- ❖ Go toward the church.
- ❖ At the church entrance, turn right.
- ❖ Follow the cobblestone street as it curves all the way around behind the church.

behind church

You find a cat pawing at the ground on the street behind the church. Hey, it's a *black* cat. Wow. And you just happen to need a black moustache. Think kitty could spare a bit of fur?

- ❖ Click on the cat and select PET. Rats! The cat runs through a hole in the nearby shed door. What now?
- ❖ LOOK at the hole in the shed. Pretty tight squeeze.
- ❖ THINK about the hole.

Here's where the true adventurer will make a death-defying intuitive leap. The cat runs through the hole when Gabriel tries to pet it. The hole is a tight squeeze. Something, say, *sticky* placed in the hole would surely collect a sample of

the cat's fur as it squeezes through. Gee, it all seems so obvious when you think it through.



FIG. 1-24. TO SNAG SOME CAT HAIR, PUT THE PIECE OF TAPE IN THE HOLE IN THE SHED DOOR. UNFORTUNATELY, NOW THE CAT'S OUT OF REACH ON THE NEARBY WALL.

- ❖ Put the piece of masking tape (from Gabriel's hotel room dresser) into the shed hole.
- ❖ Turn and note that the cat now sits atop the stone wall across from the shed. How convenient!
- ❖ Try to PET the cat again. Gabriel can't reach the mangy critter. How inconvenient!

How can Gabriel chase the black cat off the wall and back through the hole in the shed door? Think, adventurer. What might make a cat flee? One answer: cats hate water.

front of church

Follow the street back around to the front of the church, then turn right and walk down the grassy path to the cemetery.

cemetery

- ❖ Continue around the corner past the big tomb.
- ❖ Watch Abbé Arnaud misting his plants on his window ledge across the yard. When he leaves ...
- ❖ ... PICK UP Arnaud's spray bottle.
- ❖ Exit the cemetery and return to the cat behind the church.



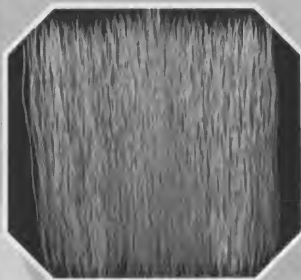
FIG. 1-25. GABE WILL DO ANYTHING FOR A HARLEY—EVEN STEAL A PRIEST'S SPRAY BOTTLE.

behind church

- ❖ The black cat is still atop the stone wall. Use the spray bottle (from the Abbé's window sill) on the cat. The cat leaps off the wall and scurries through the hole in the shed door.
- ❖ PICK UP the masking tape you placed in the hole in the door earlier.



FIG. 1-26. SPRAY THE CAT TO CHASE IT THROUGH THE HOLE AND SCORE SOME BLACK PET HAIR.



A nice, bristly moustache of cat fur now appears in your inventory. However, you still need a way to apply the black fibers to Gabriel's lip. A sticky substance of some sort would come in handy right now. Hmmm ... and please stop what you're thinking right now.

hotel

DINING ROOM



FIG. 1-27. HERE'S THE LAST PIECE OF THE PUZZLE—A PACKET OF STICKY MAPLE SYRUP FROM THE HOTEL'S BUFFET TABLE.

- ❖ PICK UP a packet of maple syrup from the buffet table.
- ❖ In Inventory, COMBINE the maple syrup with the black cat fibers. A moustache!
- ❖ In Inventory, COMBINE the fake moustache with the already combined cap and jacket. Now *that's* a Mosely outfit.



FIG. 1-28. HERE'S WHAT YOU NEED FOR YOUR MOSELY DISGUISE—THE CAP FROM THE MUSEUM'S LOST ITEMS BOX, THE GOLD COAT FROM MOSELY'S ROOM, AND A CAT-HAIR MOUSTACHE HELD TOGETHER WITH MAPLE SYRUP.

moped courtyard



FIG. 1-29. "MOSELY" RENTS A HARLEY.

note

GABE REFUSES TO DON THE DISGUISE UNTIL HE GETS TO THE MOPED RENTAL SHOP. YOU WOULD, TOO.

- ❖ Use the Mosely disguise on Gabriel. He rents his Harley, bringing balance and harmony back to the universe.
- ❖ After Gabriel automatically returns Mosely's belongings, return to the moped courtyard.
- ❖ Use the keys on the Harley, or just DRIVE it. Gabriel saddles up and hits the valley roads.

valley roads (Overhead Map)

Click on the Chateau de Blanchefort area. Gabriel automatically rides there and dismounts in the parking lot.

chateau de blanchefort (Parking)



note

ONCE YOU GET THE BIKE KEYS, YOU CAN RIDE THE HARLEY ANY TIME BY CLICKING ON THE BIKE AND SELECTING DRIVE. REFER TO THE DOTS ON THE DRIVING MAP TO CHECK YOUR LOCATION.

FIG. 1-30. HERE COMES WILKES! QUICK, CLICK ON HIM AND CHOOSE FOLLOW TO TAIL THE AUSSIE BUFF BOY.

- ❖ Wait for Wilkes to drive by on his moped.
- ❖ Click on the moving Wilkes and select FOLLOW.

valley roads (Overhead Map)

Gabriel automatically follows Wilkes to L'Ermitage, which now becomes an active site on the valley map. Click on L'Ermitage. Gabriel dismounts in the parking lot.

L'Ermitage

- ❖ Follow the path up to the site. Wilkes sits at a portable table next to some sort of pounding contraption.
- ❖ CHAT with Wilkes to get things started. Then TALK to him to learn that his “worm thumper” is actually a seismic survey machine.
- ❖ Return to the parking lot.



FIG. 1-31. AFTER YOU QUERY WILKES ABOUT HIS SEISMIC MACHINE, JOT HIS MOPED PLATE NUMBER IN YOUR NOTEPAD.

- ❖ Use your notebook on the license plate attached to Wilkes's moped to write down the number: FED039A.
- ❖ DRIVE the Harley back to Chateau de Blanchefort.

L'Ermitage (Parking)

Here you can see Madeline Buthane drive by in her van. Click on Madeline's van and select FOLLOW.

valley roads (Overhead Map)

Gabe automatically follows Madeline to Coume Sourde, which now becomes an active site on the valley map. Click on Coume-Sourde.

coume sourde

- ❖ Follow the path from the parking lot to the site.
- ❖ CHAT with Madeline. Yeah, still cold as ice.
- ❖ Return to the Harley and DRIVE back to Chateau de Blanchefort.

chateau de blanchefort

- ❖ OK, let's actually explore the site now. Follow the path to the right, marked by the sign that reads "C. de Blanchefort."
- ❖ At the first plateau, you reach a fork in the path. The left fork leads upward, and the right leads down. Follow the left fork to the top of the mountain.

chateau ruins (Top of Mountain)

Welcome to the ruins of the once-great Chateau de Blanchefort. The air is bracing, the view spectacular. In fact, it's amazing what you can see from here with a good set of binoculars.

- ❖ In Inventory, USE your binoculars—remember, they came with the Harley—to get the binocular interface.
- ❖ Pan just right of the big mountain until you find a pair of darker disklike clearings (see Figure 1-32).
- ❖ Center on the lower left disk—it's Coume-Sourde—and then tilt the binocs up or down (if necessary) until the ZOOM 50X button lights up.

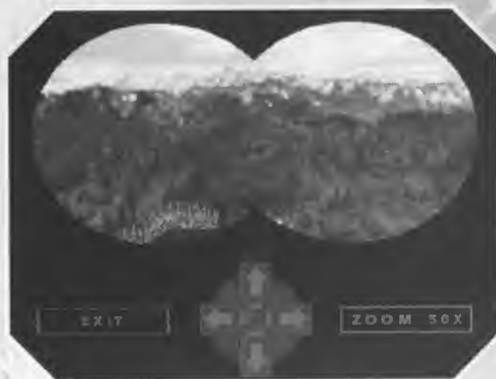


FIG. 1-32. TO FIND COUME-SOURDE, CENTER THE BINOCULARS ON THIS LOWER LEFT CLEARING, AND THEN ZOOM IN.

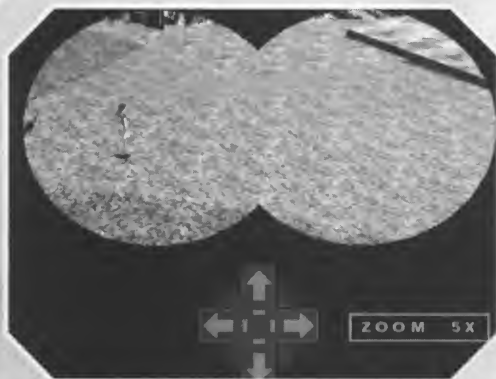


FIG. 1-33. GOSH, MADELINE'S BUSY AS A BEAVER AT COUME-SOURDE. WHAT'S THAT THING IN HER HAND?

- ❖ Click on ZOOM 50X to zoom in on Coume-Sourde and watch Madeline Buthane scurry back and forth. She appears to consult some sort of device in her hand.
- ❖ Click on ZOOM 5X to zoom out. Then pan farther right until you center on the town buildings of Rennes-le-Chateau.
- ❖ Zoom in to see Buchelli atop Tour Magdala, staring back at you with his binoculars.
- ❖ Exit the binocular interface.
- ❖ Return to the parking lot and DRIVE the Harley to the Couiza Train Station.

couiza Train station (exterior)



FIG. 1-34. GREASE THE TAXI GUY'S PALM A COUPLE OF TIMES TO LEARN MORE ABOUT THE TWO MEN AND THE TRUNK.

- ❖ TALK to the taxi driver. He saw the two men with the trunk!
- ❖ When the taxi driver's memory "fails," use Gabriel's wallet on the fellow. Gabriel learns that the men left in a black sedan headed toward Rennes-le-Chateau.
- ❖ Enter the train station.

couiza Train station (Interior)

- ❖ TALK to the ticket person, Marci. Note that no train arrived from Naples last night, contradicting Buchelli's story.



FIG. 1-35. MARCI SAYS THERE'S NO NAPLES TRAIN. SAY, THAT WOULD MAKE BUCHELLI A LIAR. WOULDN'T IT?

- ❖ THINK about the Arrivals & Departures board to the left of the ticket counter. There was a train arrival from Rome at 11:30pm.
- ❖ PICK UP the piece of paper near the tipped-over ashtray at the end of the bench. Joke!
- ❖ Exit the station and DRIVE the Harley to return to the valley roads. This ends the 2pm–4pm time block.

4pm — 6pm

On the valley road map, click on L'Homme Mort. When you arrive, you find the beat-to-crap moped. Wonder who got stuck with it?

L'Homme Mort

- ❖ Follow the path up to the site. Mosely!
- ❖ Watch Mosely fiddle with a handheld device that he tosses into his briefcase.
- ❖ CHAT with Mosely. The guy's up to something. But what?
- ❖ TALK to Mosely and ask about his moped.



FIG. 1-36. WHY IS MOSELY SNOOPING AROUND L'HOMME MORT? AND WHAT'S THAT DEVICE HE TOSSES IN HIS BRIEFCASE?

- ❖ Return to the parking lot.

L'HOMME MORT (Parking)

- ❖ Use your notepad on Mosely's license plate. Gabriel jots down the number: ASD257K.
- ❖ RIDE the Harley to Chateau de Blanchefort.

chateau de blanchefort (Parking)

Well, this seems to be the place everybody passes on the way to somewhere. Camp out and see who drives by this time.

- ❖ Watch for Lady Howard and Estelle's double-seat moped.
- ❖ When it appears, click on it and select FOLLOW.

valley Roads (Overhead Map)

Gabriel automatically follows Lady Howard and Estelle for a while, then gives up because they're just circling the valley (this lets you get their license number later, though). He ends up back at Chateau de Blanchefort.

chateau de blanchefort

Hear Wilkes's thumper? He must be nearby. After all, his moped is in the parking lot. But there's a second bike here, too. Let's check it out.

- ❖ Follow the path to the right, marked by the sign reading "C. de Blanchefort."
- ❖ At the first plateau, follow the left fork up to the Chateau de Blanchefort ruins.

chateau ruins (Top of Mountain)

- ❖ CHAT with Emilio Baza, who sits on the base of the tower ruins. He's enjoying the sun immensely, thank you.
- ❖ In Inventory, USE your binoculars to get the binocular interface.
- ❖ Pan until you find the pair of darker disklike clearings to the right of Mount Cardou again. This time, center on the upper right disk (see Figure 1-37).
- ❖ Tilt the binocs up or down until the zoom button lights up.
- ❖ Click on ZOOM 50X to zoom in on L'Homme Mort. Watch Mosely and Madeline collide. As Gabriel points out, looks like they're "having a conflict of interest."

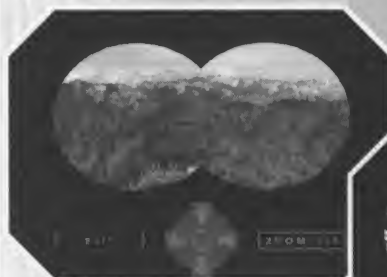


FIG. 1-37. HERE'S WHERE TO FOCUS YOUR BINOCULARS TO FIND L'HOMME MORT.



FIG. 1-38. APPARENTLY, MADELINE AND MOSELY ARE ON THE SAME TRACK.

- ❖ Exit the binocular interface and return to the parking lot below.

chateau de blanchefort (Parking)

- ❖ Use your notepad on Emilio's moped. Gabriel jots down its license plate number: HJK841J.
- ❖ Continue up the path to the left, marked by the sign reading "Roque Negre."

Roque Negre

Wilkes is here, thumping away. This visit won't yield much if you talked to Wilkes earlier at L'Ermitage. But you get to see one heck of a big black rock.

- ❖ TALK to Wilkes. You get to ask him about sand worms and make an orifice joke.
- ❖ Return to the parking lot.

If you didn't use your notebook to write down Wilkes's moped license plate number at 2pm, you can do so now. Otherwise, DRIVE the Harley to the moped courtyard at Rennes-le-Chateau.

Rennes-le-chateau

Go to the churchyard cemetery. As you pass the hotel parking lot, LOOK at Madeline's van to note that she's back in town. Wonder what she's up to?

churchyard cemetery



FIG. 1-39. OPEN THE ABBÉ'S OFFICE WINDOW TO EAVESDROP ON THIS SOMEWHAT HUMID CONVERSATION.

note

MADELINE WON'T RETURN TO
RENNES-LE-CHATEAU UNTIL AFTER
GABRIEL VIEWS HER COLLISION
WITH MOSELY (AT L'HOMME
MORT) WITH BINOCULARS
FROM THE VISTA POINT AT
THE CHATEAU
DE BLANCHEFORT RUINS.

- ❖ OPEN Abbé Arnaud's office window. Gabriel overhears the conversation between the Abbé and Madeline Buthane.
- ❖ Return to the moped courtyard and RIDE the Harley to Larry Chester's house (or to Couiza Train Station if you visited Larry's house in the last time block).

Larry Chester's House



FIG. 1-40. LARRY CHESTER. LARRY'S KIND OF STUFFY, BUT HE KNOWS AN AWFUL LOT ABOUT THE KNIGHTS TEMPLAR.

- ❖ KNOCK on the front door. Larry Chester lets you inside.
- ❖ TALK to Larry.

Larry believes the Templars may indeed have found the "Holy Grail" after nine long years of excavations in the Holy Land. But he cautions that the grail legend may be an allegory for something else. Remember how Abbé Arnaud spoke of the grail as a "vessel" for the blood of Christ? What, other than a cup, might serve as a vessel for one's blood?

Larry also mentions the "mystical secrets" supposedly learned by the Knights Templar in the Holy Land—secrets that cost many of them their lives.

- ❖ OPEN the door to exit the house.
- ❖ RIDE the Harley back to the moped courtyard in Rennes-le-Chateau.

moped courtyard

Exit the courtyard to the fountain plaza. This ends the 4pm–6pm time block.

6pm–10pm

As this block opens, the “cavalry” (as Gabriel puts it) gathers in the hotel parking lot. Gabriel’s longtime assistant, Grace Nakimura, has arrived with Mallory and MacDougall, two Scotsmen sent by Prince James. The two fellows request more privacy, so Gabriel leads them to his hotel room.

hotel

GABRIEL’S ROOM (ROOM 25)



FIG. 1-41. MALLORY AND MACDOUGALL. THE TWO SCOTSMEN SENT BY PRINCE JAMES HAVE “THUG” WRITTEN ALL OVER THEM.



FIG. 1-42. GRACE NAKIMURA. AND HOW ABOUT A BIG SCHATTENJÄGER WELCOME FOR GABRIEL’S COSTAR AND TRUSTY SIDEKICK!

- ❖ Watch Gabriel’s conversation with the two Scots. After they leave, Gabe and Grace briefly debrief, and then Gabriel slips into the hall to follow his “replacements,” Prince James’s men.
- ❖ Exit the hotel.

COURTYARD

See the two Scots walking down the street to the right? Follow Prince James’s men to the churchyard cemetery.

churchyard cemetery

- ❖ Click on the large tomb and select **HIDE**. Gabriel ducks down behind the tomb to spy on the two Scots.
- ❖ Watch the scene where the two men rough up the Abbé.



FIG. 1-43. **HIDE** GABRIEL BEHIND THE BIG TOMB TO SPY ON THE SCOTSMEN'S LITTLE 'TALK' WITH THE ABBÉ.

And so the plot thickens considerably. What are these mysterious “negotiations” spoken of? What is “The Order” that Arnaud mentions?

- ❖ A few seconds after the Scotsmen exit, the Abbé goes into his office and makes a phone call.
- ❖ Quickly **OPEN** the Abbé's office window!
- ❖ Quickly use the tape recorder on the window to record the Abbé's conversation! (The window must be open.)



FIG. 1-44. **TAPE** THE ABBÉ'S PHONE CALL AFTER HIS ENCOUNTER WITH PRINCE JAMES'S MEN.

hotel

DINING ROOM

- ❖ As he enters, Gabriel overhears the conversation between Buchelli and Wilkes.
- ❖ CHAT with Wilkes. Snags and stubbie?
- ❖ TALK to Buchelli. Gabriel won't ask him about the "mysterious vanishing train" from Naples until they can speak more privately.

LOBBY

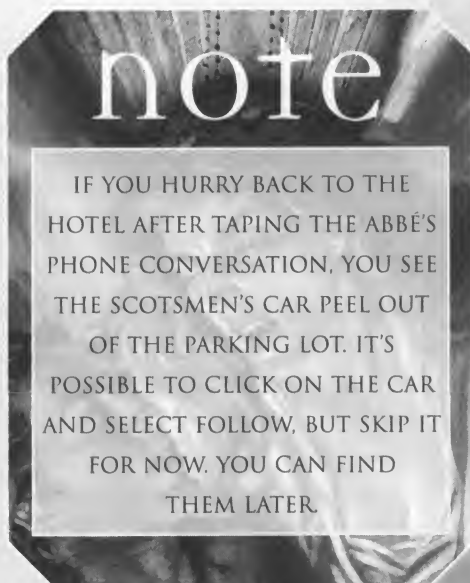


FIG. 1-45. SIMONE THE NIGHT CLERK. SIMONE REMEMBERS LITTLE OF IMPORTANCE FROM THE NIGHT BEFORE, BUT HER NAILS LOOK PRETTY DARN GOOD.

- ❖ Notice that the night clerk, Simone, is now posted at the front desk.
- ❖ TALK to Simone.
- ❖ You could go upstairs and use the water glass on various doors to listen for activity. However, after talking with Simone, your most efficient move is to go directly to the moped courtyard.

moped courtyard

- ❖ Hop on the Harley to DRIVE the valley roads.

valley Roads (Overhead Map)

The two Scotsmen are patrolling the valley. Go to the Chateau de Blanchefort parking lot.

chateau de blanchefort (Parking)

- ❖ When the Scotsmen's car passes on the road, FOLLOW it.

valley Roads (Overhead Map)

Gabe automatically follows the car to Larry Chester's house. If you try to select Larry Chester's house on the map, Gabriel points out that pulling into the driveway probably isn't the best idea. Instead, travel back to Chateau de Blanchefort. Let's approach Larry's house by foot from the back.

chateau de blanchefort

- ❖ Go up the path to the right, marked by the sign that reads "C. de Blanchefort."
- ❖ At the first plateau, take the right-hand fork of the footpath to approach Larry's house from the back.



FIG. 1-46. AT THIS PATH FORK, GO RIGHT TO APPROACH LARRY CHESTER'S HOUSE FROM BEHIND.

Larry chester's HOUSE (Exterior)

- ❖ HIDE behind the tree next to the well.
- ❖ Watch the scene between Larry and the two Scotsmen. Pay particular attention to their handshake sequence! You must remember it later.



FIG. 1-47. HIDE BEHIND THE TREE TO SEE LARRY CHESTER AND THE TWO SCOTSMEN EXCHANGE A PECULIAR HANDSHAKE. HERE'S THE EXACT SEQUENCE.



FIRST, TOUCH THUMBS ON TOP.



SECOND, LINK PINKY FINGERS.



THIRD, SHAKE NORMALLY.



FOURTH, CLASP HANDS WITH FINGERS SPLIT, TWO AND TWO.



FIFTH, LOCK FINGERS AND PLACE ONE THUMB ATOP THE OTHER'S THUMB.

- ❖ Retrace your path back to the Chateau de Blanchefort parking lot and RIDE the Harley to Rennes-le-Bains.

Rennes-le-Bains (San Gréal Tavern)

- ❖ OPEN the front door to enter the San Gréal Tavern.
- ❖ CHAT with Wilkes and Buchelli. If intrigue is afoot tonight, these boys look pretty innocent.



FIG. 1-48. YOU WON'T LEARN MUCH IN THE SAN GRÉAL TAVERN, BUT YOU CAN GET THE LICENSE NUMBER FROM BUCHELLI'S MOPED.

- ❖ Exit the tavern. Now you can use the notepad on Buchelli's moped license plate to get the number: VDG945F. (This works only if you wrote down Wilkes's moped license number previously. Otherwise, you can't tell the mopeds apart.)
- ❖ DRIVE the Harley back to the moped courtyard.

Moped courtyard

Gabriel can use the notepad to jot down the license plate number of Lady Howard and Estelle's moped here, but only if he followed them on the valley roads earlier today. The number is FKS427G.

Hotel

LOBBY

- ❖ CHAT with Emilio, who sits in the lounge area.

DINING ROOM

Enter the dining room to trigger an automatic conversation with Lady Howard, Estelle, and Madeline Buthane. After the pleasantries, exit and go upstairs to Gabriel's room.

GABRIEL'S ROOM (ROOM 25)

Hey, the gang's all here. Gabriel's entrance triggers a brief conversation with Grace and Mosely. Gabriel sees the treasure as a "snark hunt" and looks at the tour tomorrow as a good opportunity to "do some snoopin' around here." Meanwhile, Mosely is still awfully evasive about why he happens to be in Rennes-le-Chateau, of all places.

- ❖ Discuss all topics with Grace and Mosely.
- ❖ When Mosely asks about the handshake, use the sequence from Larry's house. If you number the handshake buttons 1 to 5 from left to right, the correct sequence is 2, 5, 3, 1, 4 (see Figure 1-50).



FIG. 1-49. DESPITE MOSELY'S EVASIVENESS, GABRIEL CLEARLY TRUSTS HIM WITH SENSITIVE CASE INFORMATION.

FIG. 1-50. GABRIEL SHOWS MOSELY THE SECRET FREEMASON HANDSHAKE. IF YOU NUMBER THE HANDSHAKE BUTTONS 1 TO 5 FROM LEFT TO RIGHT, THE SEQUENCE IS 2, 5, 3, 1, 4.



When you successfully complete the handshake sequence, Mosely points out that it's the Masonic handshake, suggesting that the fellows are all Freemasons. But who's "The Order" that Abbé Arnaud spoke of? Mosely notes that Arnaud is a priest and that the Freemasons have never been very chummy with the Vatican over the centuries. But Gabriel suspects it may be more complicated than that.

When this conversation is exhausted, our trio heads downstairs for some dinner and Day 1 ends.

chapter 2

Day 2



DAY 2 OF *BLOOD OF THE SACRED*, *Blood of the Damned* brings the return, finally, of Grace Nakimura. The first time block, 7am–10am, lets you play as Grace. You spend the rest of the game alternating between Grace and Gabriel.



FIG. 2-1. THE PLAYER'S POINT OF VIEW IN DAYS 2 AND 3 ALTERNATES BETWEEN GRACE AND GABRIEL.

7am — 10am

Yes, you've had an overnight sex change. You are now playing the game as Grace Nakimura—"the trusty sidekick," as she so glibly puts it. (Get used to glib.) While Gabriel snoozes on the sofa, Grace gets in some early morning sleuthing.

Hotel

ROOM 25



FIG. 2-2. NAB ONE OF THOSE FINGERPRINT KITS AND THEN DO A VAMPIRE SEARCH ON SIDNEY.

- ❖ For fun, LOOK at and THINK about Gabriel, who sleeps on the sofa. Do you see where Grace is coming from?
- ❖ PICK UP one of the fingerprint kits on the desk.
- ❖ TYPE on the laptop computer to open the SIDNEY interface.

SIDNEY

Remember, last night Gabriel asked Grace to do a SIDNEY search on “vampires” and “Holy Grail.” And Grace just lives to please Gabriel, doesn’t she?

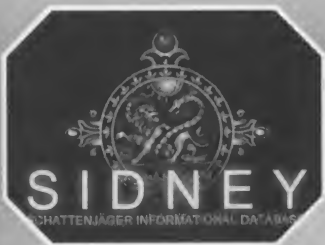


FIG. 2-3. SIDNEY WILL PROVE AN INVALUABLE CYBER-COHORT IN UNTANGLING THE COMPLICATED MYSTERY OF RENNES-LE-CHATEAU.

- ❖ Select SEARCH.
- ❖ Do a search on subject VAMPIRES—that is, type VAMPIRES in the subject field and click the SEARCH button (or press **Enter**).

If you want, you can follow all links by clicking on highlighted words in the articles. In particular, read the excerpt of Bram Stoker's *Dracula*, blood cults, the grisly Elizabeth of Bathory, immortality, alchemists, the Philosopher's Stone, and the Wandering Jew.

- ❖ If you didn't reach it through previous links, do a search on the subject HOLY GRAIL.
- ❖ Optional: you can search and read about TEMPLARS. Note that the article refers to the Knights Templar as "The Order" and that the modern Freemasons claim descent from them. Follow the link to FREEMASONRY as well. Note the strong Scottish presence in these articles.
- ❖ Optional: you can search and read about STEWART to see the illustrious lineage of your ex-employer, Prince James of Scotland.
- ❖ Other optional activities: search on subject MARY MAGDALEN, look at Grace's e-mail and attempt to reply, etc.
- ❖ Go back to MAIN MENU and exit SIDNEY.

UPSTAIRS HALL



FIG. 2-4. GRACE FINDS SECRETS OF THE HOLY GRAIL IN THE HALL.

- ❖ **PICK UP** the book *Secrets of the Holy Grail* just outside the door. Grace reads the poem tucked inside, then goes back into Room 25 to leave the poem on the table for Gabriel.
- ❖ Go downstairs to the lobby.

note

YOU CAN TRY TO FINGERPRINT THE HOLY GRAIL BOOK IN INVENTORY—THAT IS, USE THE FINGERPRINT KIT ON THE BOOK—BUT GRACE WILL FIND NO PRINTS.

LOBBY

Walk Grace near the front desk to meet Jean, “the picture of discretion.”

DINING ROOM

- ❖ Grace won’t talk to Buchelli or Lady Howard and Estelle just now.
- ❖ **TALK to Madeline Buthane.** When Grace asks about the tour group, Madeline unfurls exquisite French claws.



FIG. 2-5. GRACE DISCOVERS THAT MADELINE COULD STAR IN THE FRENCH VERSION OF CATS.

- ❖ For fun, try to **TALK** to Madeline again. **LOOK** at her again, too. Don’t you love Grace?
- ❖ Time for Grace to explore a bit before the tour starts. Start by taking in the view from atop Tour Magdala.

Tour Magdala (Top)

- ❖ **TALK** to the Abbé and **INTRODUCE YOURSELF**. He decides to hitch a ride with the tour group.

Hotel

UPSTAIRS HALL (OPTIONAL)

- ❖ **KNOCK** on Mosely’s door. Grace tells him it’s time for the tour.

DINING ROOM

If all required activities are completed, Grace's entrance into the dining room triggers the tour group's exit.

poussin's tomb

Watch Madeline's lecture. It goes by fast, so here's the text of her talk:

The tomb and the hill across the road are believed to be the models for the tomb in a painting by Nicolas Poussin. This painting, "Les Bergeres d'Arcadie," is a key element in the mystery of Rennes-le-Chateau. It is said to be one of three paintings that Sauniere had copied from the Louvre after his discovery of the parchments.

The other two paintings were a painting of a pope, which has since been lost, and a David Teniers painting of St. Anthony. Unfortunately, Teniers did several St. Anthony paintings and it is unclear which one drew Sauniere's eye.

Poussin painted "Les Bergeres" in 1640. He may well have known about the local mystery, for he was born in nearby Gisors and was involved with occult and antimonarchy elements. Several authors have theorized that there are hidden messages in these three paintings. If Poussin's painting has a hidden message, could its resemblance to this exact location be part of that message?

And, finally, how does the phrase "Et in Arcadia Ego" tie into the mystery? These words are written on the tomb in Poussin's painting. They translate roughly as "And in Arcadia I ..." Arcadia was a pastoral paradise represented in art and music of the 17th century. Because the words are written on a tomb, the phrase is commonly thought to mean that death exists even in Paradise, and yet it is not worded as a complete thought or even in proper Latin.

So what *does* the phrase mean? Perhaps only Poussin himself, and Sauniere, knew the answer.

- ❖ During the lecture, note Emilio Baza doodling in the sand behind Grace. Remember Madeline's reference to the seemingly incomplete phrase on the tomb: "Et in Arcadia Ego."
- ❖ Use the SKETCHPAD to write down Emilio's doodle: "SUM."



EMILIO DOODLES NEAR POUSSIN'S TOMB. USE GRACE'S SKETCHPAD TO COPY HIS ARTWORK.

- ❖ TALK to everyone (or try to—only Mosely and the bored Buchelli have anything to say). Soon Madeline continues the tour.

chateau de blanchefort ruins

Watch Madeline's short lecture about the site. Again, it goes by quickly, so here's the text:

This hill is known as Roque Blanc or white rock. Here at the top are the ruins of Chateau de Blanchefort. The Blancheforts were an important family of local nobles. Their name ties into the history of the Templars and the Cathars and into the mystery of Rennes-le-Chateau itself.

The chateau that stood here was in Templar hands from 1132 to 1180. The ruins provide a wonderful view of the valley and have figured into several of the geometry-related theories about the Rennes treasure.

- ❖ Note the reference to "geometry-related theories." What do you suppose those are?
- ❖ After the lecture, walk close to Madeline and Wilkes to overhear their conversation. Poor Wilkes. He's *way* overmatched against "Dollface."



FIG. 2-7. LADY HOWARD'S INDISCREET MENTION OF "LE SERPENT ROUGE" HAS EVERYBODY ALL FIRED UP. WHAT THE HECK IS IT?

- ❖ Walk near Lady Howard and Estelle to overhear their conversation. Ooh, the *presence*.
- ❖ Watch Madeline and the others confront Lady Howard and Estelle about “Le Serpent Rouge.”

Quite a show. Why does everybody else seem to know what “Le Serpent Rouge” is? Maybe Grace should mill around and query the other tour group members. Note: be sure to save Mosely for last.

- ❖ TALK to Lady Howard and Estelle and ask them about “Le Serpent Rouge.” Such brass that French hussy has!
- ❖ TALK to Wilkes. He couldn’t care less about “Le Serpent Rouge.” FLIRT with him, if you dare. This guy’s one thick cut of meat, isn’t he?
- ❖ TALK to the “bird-watching” Abbé Arnaud. He makes a real slick change of topic when Grace asks about “Le Serpent Rouge.”
- ❖ TALK to Buchelli, my child. He’s awfully skeptical about the mystery of Rennes-le-Chateau. Just how much condescension do you suppose Grace can swallow in one outing?
- ❖ TALK to Emilio Baza. He says he’s seen the document in question. But, gee, he can’t help you.
- ❖ TALK to Madeline. She tells Grace about the history and rumors surrounding “Le Serpent Rouge.”
- ❖ TALK to Mosely and discuss all topics, but explore the “Treasure” topic last. Choosing “Treasure” ends the time block.



FIG. 2-8. GRACE WONDERES WHAT GABRIEL'S UP TO RIGHT NOW. HEY, LET'S ASK EMILIO!

After Grace asks Mosely about the treasure, the scene changes to Gabriel's bizarre dream.

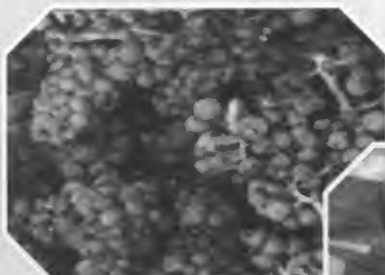


FIG. 2-9. GABE'S DREAM—GRAPES, BLOOD, A GUY ON A CROSS. WHAT WOULD FREUD SAY?



10am—12pm

You play this time block as Gabriel. At last, you get to do some good old-fashioned detective work, sneaking and snooping and sifting through the belongings of everybody in the tour group.

Hotel

ROOM 25

- ❖ PICK UP the poem Grace left on the table.
- ❖ You might want to open Inventory, then LOOK at and THINK about the poem.
- ❖ PICK UP the remaining fingerprint kit on the desk.
- ❖ INSPECT the small door in the wall, next to the sofa.
- ❖ Click on the small door's lock and select TURN LOCK. This unlocks the door.
- ❖ OPEN the door and look at everything inside—shaft, pulley, opposite door. Aha, it's a dumbwaiter.



FIG. 2-10. THIS DUMBWAITER SYSTEM PROVIDES CONVENIENT ACCESS TO OTHER HOTEL ROOMS—IF YOU CAN UNLOCK EACH ROOM'S DUMBWAITER DOOR.

If dumbwaiter shafts like this one connect the kitchen to each hotel room, Gabriel could use them to seriously violate the privacy of the other tour group members in a really cool way. Of course, everybody's dumbwaiter door is probably locked from the inside. Wait a minute. What's that noise in the hall?

UPSTAIRS HALL

When Gabriel steps into the hall, he nearly runs into Roxanne, the prototypical French maid. She has just finished cleaning Mosely's room and is ready to do Gabriel's. I can think of a couple of good, healthy reasons to follow her around for awhile. One, of course, is her passkey to every room.



FIG. 2-11. ROXANNE. GABRIEL SURPRISES THE FRENCH MAID. ROXANNE HAS A PASSKEY TO EVERY ROOM IN THE HOTEL.

note

IF YOU TRY TO KNOCK ROXANNE ON THE HEAD, GABRIEL SHOWS REMARKABLE RESTRAINT. SPEAKING OF RESTRAINT, YOU CAN TRY TO TIE UP ROXANNE (CLICK ON THE GAGGED MAID ICON). GABRIEL'S RESPONSE IS SURPRISINGLY PURITANICAL FOR A GUY FROM NEW ORLEANS.

- ❖ Wait in the hall while Roxanne cleans Gabriel's room.
- ❖ Watch the maid go into Emilio Baza's room (number 27). Continue to wait in the hall and observe her routine.



FIG. 2-12. AFTER ROXANNE CHANGES THE ROOM'S LINEN, SHE MOVES HER CART TO THE SIDE. IMMEDIATELY AFTER SHE GOES BACK INTO THE ROOM WITH CLEANING SUPPLIES, SNEAK THROUGH THE DOOR BEHIND HER.

First, Roxanne takes clean sheets and changes the linen. After she emerges from the room with dirty sheets, she moves her cart (unblocking door access) to get cleaning materials from the front of the cart.

- ❖ After Roxanne goes back into Emilio's room the second time, click on Emilio's door and select SNEAK. Gabriel peeks into the room.
- ❖ Note: you can also wait for sounds of bathroom cleaning and then enter (without sneaking).

EMILIO'S ROOM (ROOM 27)



FIG. 2-13. WHEN ROXANNE GOES INTO EMILIO'S BATHROOM, UNLOCK THE DUMBWAITER DOOR.

note

IF ROXANNE CATCHES GABRIEL SNEAKING INTO HOTEL ROOMS MORE THAN TWICE, SHE BLOCKS THE DOORWAYS WITH HER CART SO GABE CAN NO LONGER ENTER.

- ❖ Watch the maid's cleaning routine. After Roxanne goes into the bathroom, hurry to unlock the dumbwaiter door—that is, click on the door's lock and select TURN LOCK.
- ❖ Quickly exit to the hall.

UPSTAIRS HALL

- ❖ Watch Roxanne exit Emilio's room and go into Madeline's room (number 29).
- ❖ Again, after Roxanne returns to move her cart, SNEAK to Madeline's door to watch the maid (or wait for bathroom cleaning sounds, then enter).

MADELINE'S ROOM (ROOM 29)

- ❖ After Roxanne goes into the bathroom, OPEN the balcony door. (This is not absolutely required; there's an alternate way into this room. See the note later.) Gabriel slips unnoticed onto the balcony.



FIG. 2-14. ROOMS 29 AND 31 HAVE NO DUMBWAITERS. SO WHEN ROXANNE ENTERS EACH BATHROOM, SLIP THROUGH THE BALCONY DOORS TO HIDE. THEN, WHEN SHE LEAVES, UNLOCK THE ROOM DOOR AND EXIT QUICKLY!

- ❖ After the maid leaves the room, Gabe automatically reenters from the balcony.
- ❖ Click on Madeline's front door lock and select TURN LOCK. Gabriel unlocks the door. Now he can reenter at his leisure.
- ❖ Quickly OPEN the door to exit into the hall. Roxanne is already in the next room.

UPSTAIRS HALL

- ❖ The maid is now in Lady Howard's Room (number 31).
- ❖ After the maid moves the cart aside, SNEAK to Lady Howard's door (or wait for bathroom cleaning sounds, then enter).

LADY HOWARD'S ROOM (ROOM 31)

- ❖ After the maid goes into the bathroom, OPEN the balcony door. Again, Gabriel slips onto the balcony. (As with Madeline's room, this step is not absolutely required because there's an alternate path to get into this room. See the note later.)
- ❖ After the maid leaves, Gabriel automatically reenters the room from the balcony.
- ❖ TURN LOCK on Lady Howard's door so Gabriel can reenter later.
- ❖ Quickly OPEN the door to exit to the hall.

UPSTAIRS HALL

- ❖ Watch Roxanne enter Buchelli's Room (number 21).
- ❖ After the maid moves the cart, SNEAK to Buchelli's door (or wait for bathroom cleaning sounds, then enter).

BUCHELLI'S ROOM (ROOM 21)

- ❖ After the maid goes into the bathroom, TURN LOCK on the dumbwaiter door (just to the right of the room entry door).
- ❖ Quickly exit into the hall.

UPSTAIRS HALL

- ❖ Observe as Roxanne exits Buchelli's room and goes into Wilkes's Room (number 23).
- ❖ After the maid moves the cart, SNEAK to Wilkes's door (or wait for bathroom cleaning sounds, then enter).

WILKES'S ROOM (ROOM 23)

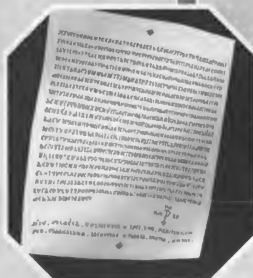
- ❖ After the maid goes into the bathroom, **TURN LOCK** on the dumbwaiter door (around the corner to the left).
- ❖ Quickly exit to the hall.

Finished! Now you've created access to everybody's room except Mosely's pigsty. Let's start snooping in the British ladies' room, shall we?

After Roxanne finishes her cleaning rounds and pushes the cart into the supply room, Gabriel can go into the rooms he unlocked. Enter Room 31.

LADY HOWARD'S ROOM (ROOM 31)

- ❖ You can try to search Lady Howard's closets, desk, dresser, and suitcases. Not much to find.
- ❖ Click on the bed and select **SEARCH**. Gabriel finds a folder underneath and puts it atop the bed.



note

IF YOU MISS UNLOCKING LADY HOWARD AND/OR MADELINE'S DOOR, DON'T WORRY. THERE'S ANOTHER WAY IN. ENTER GABRIEL'S ROOM, OPEN HIS WINDOW, AND CLIMB ON THE ROOF OUTSIDE TO GET TO THEIR BALCONIES. (THERE'S A GROOVE WHERE THE ROOF MEETS THE WALL.) YOU CAN GET BETWEEN LADY HOWARD'S AND MADELINE'S BALCONIES BY CLIMBING ACROSS THE ROOF LIP BETWEEN THEM.



FIG. 2-15. IF YOU FAILED TO UNLOCK ROOM 29 OR 31, ENTER THEM BY GOING OUT GABRIEL'S WINDOW AND CLIMBING FROM BALCONY TO BALCONY.

THESE ARE THE ONLY TWO ROOMS GABRIEL CAN ENTER VIA THE ROOF. TO GET INTO THE MEN'S HOTEL ROOMS, YOU MUST FOLLOW THE MAID AND UNLOCK THE DUMBWAITER DOORS.

FIG. 2-16. SEARCH LADY HOWARD'S BED TO FIND THESE TWO PARCHMENTS TUCKED IN A FOLDER.

- ❖ **PICK UP the folder.** Gabriel takes the two parchments from the folder.
- ❖ Go into the bathroom.

LADY HOWARD'S BATHROOM

- ❖ **PICK UP the tube of Suppuration H from the sink.** Sorry, it's a required step. Keep in mind that this stuff "reduces swelling."



FIG. 2-17. BORROW LADY HOWARD'S TUBE OF SUPPURATION H FROM HER BATHROOM JUST IN CASE YOU NEED TO "UN-SWELL" SOMETHING LATER.

- ❖ Use the fingerprint kit on the hand mirror to get the kit interface.
- ❖ Click on the kit brush to pick it up.
- ❖ Click the brush tip on the dust vial. The tip should darken with dust.
- ❖ Click and hold, moving the brush back and forth over the mirror handle until you see the print appear (Gabriel points it out for you).



FIG. 2-18. DIP THE FINGERPRINT KIT BRUSH IN THE POWDER AND DUST LADY HOWARD'S MIRROR HANDLE TO FIND HER PRINT. THEN PICK UP THE PRINT WITH A PIECE OF TAPE.

- ❖ Click on the roll of tape in the fingerprint kit to get a piece.
- ❖ Click the tape over the fingerprint on the mirror handle to pick up the print.
- ❖ Click the tape (with fingerprint) on the envelopes in the kit to store it. The print appears in Inventory.
- ❖ Exit Room 31 and go to Madeline's Room (number 29).

MADELINE BUTHANE'S ROOM (ROOM 29)

- ❖ **OPEN** Madeline's dresser drawer to find a cell phone, a coordinate fixing device, and a map.
- ❖ **PICK UP** the map. Gabriel notes that he'd better bring it back after making a copy.



FIG. 2-19. SNAG MADELINE'S MAP FROM HER DRESSER DRAWER, BUT DON'T FORGET TO RETURN IT LATER.

- ❖ **SEARCH** the bed. Gabriel finds a case, puts it on the bed, and opens it. Yikes! There's a gun inside!
- ❖ **INSPECT** the case for a close-up look.
- ❖ Use the fingerprint kit on the gun to get the kit interface.
- ❖ Click on the kit brush to pick it up.
- ❖ Click the brush tip on the dust vial. The tip should darken with dust.

- ❖ Click and hold, moving the brush back and forth over the gun barrel just above the trigger until you see the print appear (Gabriel points it out for you).



FIG. 2-20. MADELINE'S FINGERPRINT IS ON THE GUN BARREL, JUST ABOVE THE TRIGGER.

- ❖ Click on the roll of tape in the fingerprint kit to get a piece.
- ❖ Click the tape over the fingerprint on the gun barrel to pick up the print.
- ❖ Click the tape (with fingerprint) on the envelopes in the kit. When Gabriel says, "Got it!" the print appears in Inventory.
- ❖ Go into the bathroom.

MADELINE'S BATHROOM



FIG. 2-21. WHAT? MADELINE WEARS UNDERWEAR? DON'T YOU FIND THAT KIND OF ... SUSPICIOUS?

- ❖ For fun, examine all items in the bathroom.
- ❖ Exit Madeline's room—Gabriel automatically returns the gun case under the bed—and go downstairs to the lobby.

LOBBY

- ❖ Gabriel automatically approaches the front desk. Jean tells Gabriel he sent the kitchen staff home.
- ❖ You can TALK to Jean and ask about the guest rooms. But he tells you only what you already know—four rooms are on the dumbwaiter (21, 23, 25, and 27).

DINING ROOM

- ❖ Try to OPEN the kitchen door. Gabriel decides he needs a good excuse first.
- ❖ Go back to the lobby.

LOBBY (FRONT DESK)



FIG. 2-22. GABRIEL WON'T ENTER THE KITCHEN WITHOUT DISCUSSING FOOD WITH JEAN FIRST.

- ❖ TALK to Jean about FOOD to get permission to use the kitchen. (This topic appears only after Gabriel tries the kitchen door once.)
- ❖ Go back through the dining room and enter the kitchen.

KITCHEN

- ❖ Look at the room service list taped on the refrigerator. (If you click on the list and select THINK, Gabriel points out that Baza must be a vegetarian and is never in the dining room.)
- ❖ For fun, try to climb the vent over the stove.

If you unlocked all dumbwaiter doors upstairs, you can use the dumbwaiters (there are two) to infiltrate the men's rooms. Let's start with the dumbwaiter to the right of the kitchen door.

- ❖ OPEN the dumbwaiter door (right of kitchen door).
- ❖ TURN the handle by the door to crank down the platform.
- ❖ Click on the platform inside and select EXIT. Gabriel climbs into the dumbwaiter.

RIGHT DUMBWAITER SHAFT

- ❖ Click on the rope pulley and select USE. Gabriel pulls the platform up to the hotel's second floor.
- ❖ OPEN the lower left door to enter Wilkes's room.



FIG. 2-23. YANK ON THAT PULLEY ROPE TO REACH THE SECOND FLOOR ROOMS. OF COURSE, IF YOU FAILED TO UNLOCK THE DUMBWAITER DOORS EARLIER, THIS IS A MONUMENTAL WASTE OF TIME.

WILKES'S ROOM

- ❖ INSPECT the letter on the writing desk.
- ❖ READ the letter. It's from Metaphysical Books.



FIG. 2-24. ANOTHER WRITER! I TELL YOU, THESE PEOPLE ARE LIKE COCKROACHES.

- ❖ For fun, explore everything else in the room and bathroom. You won't find anything with fingerprints, however.
- ❖ OPEN the dumbwaiter door.
- ❖ EXIT onto the dumbwaiter platform.

RIGHT DUMBWAITER SHAFT (SECOND FLOOR)

- ❖ OPEN the door at upper right to get into Buchelli's room.

BUCHELLI'S ROOM

- ❖ OPEN the top dresser drawer. Gabriel finds a priest's collar. Interesting, no?
- ❖ SEARCH the black pants on the far left side of the drawer to find a train ticket stub.
- ❖ In Inventory, THINK about the ticket stub.



FIG. 2-25. SEARCH BUCHELLI'S PANTS (IN HIS DRAWER, NOT ON HIM) FOR THIS TICKET STUB. AHA. THE VATICAN EXPRESS!

So Buchelli came here from Rome? Well, it certainly makes sense that the Vatican might have a passing interest in Saunier's little mystery.

- ❖ Close the dresser drawer.
- ❖ Use the fingerprint kit on Buchelli's suitcase (by the bed) to get the kit interface.
- ❖ Dust the suitcase clasp to find the print.



FIG. 2-26. LIFT BUCHELLI'S PRINT OFF THE METAL CLASP OF HIS SUITCASE.

- ❖ Lift the fingerprint with tape.
- ❖ Get back into the dumbwaiter.

RIGHT DUMBWAITER SHAFT

- ❖ USE the pulley rope. Gabriel pulls the dumbwaiter back down to the first floor.
- ❖ OPEN the first floor door to exit into the kitchen.

KITCHEN

Well, *that* was fruitful. Now let's try the other dumbwaiter shaft.

- ❖ OPEN the dumbwaiter door to the left of the kitchen door.
- ❖ TURN the handle by the door to crank down the platform.
- ❖ Click on the platform inside and select EXIT. Gabriel climbs into the dumbwaiter.

LEFT DUMBWAITER SHAFT

- ❖ USE the pulley to take the dumbwaiter up to the second floor.
- ❖ OPEN the door toward the top of the screen to enter Emilio Baza's room.

EMILIO'S ROOM

- ❖ SEARCH the near bed. Gabriel finds a piece of linen cloth under the pillow.
- ❖ LOOK at and THINK about the piece of cloth. Gabriel points out its ancient quality.
- ❖ LOOK at and THINK about the portrait of Jesus on the nightstand.



FIG. 2-27. SEARCH EMILIO'S BED TO FIND THE PIECE OF OLD LINEN UNDER THE PILLOW. THEN CHECK OUT THAT JESUS PORTRAIT ON THE NIGHTSTAND.

- ❖ Use the fingerprint kit on the Jesus portrait to get the kit interface.
- ❖ Try to dust the portrait. Keep dusting until Gabriel observes how strange it is that no fingerprints appear on the glass.
- ❖ If you search the room and bathroom, you find no fingerprints or objects to take. In fact, you'll find very little of *anything*.
- ❖ Note the ancient journal written in Aramaic on the desk.
- ❖ Get back into the dumbwaiter.

Now you can ride back down to the kitchen, then exit the hotel and go to the churchyard cemetery.

churchyard cemetery

Gabriel's snooping has reaped much good information on the tour group members, but we still know very little about Abbé Arnaud. His office door in St. Mary Magdalen's Church is locked, but Gabriel has other options.

- ❖ OPEN the Abbé's office window (next to the big tomb). It budes only a few inches.
- ❖ Try to OPEN the window again. It's stuck! Gabriel points out that the wood must be swollen. How can we un-swell the wood?



FIG. 2-28. USE LADY HOWARD'S SUPPURATION H ON THE ABBÉ'S WINDOW TO REDUCE ITS PAINFUL SWELLING.

- ❖ Use the tube of Suppuration H on the window wood.
- ❖ Now try to OPEN the window again. This time Gabriel succeeds.
- ❖ EXIT into the office.

The abbé's office

- ❖ OPEN the desk drawer.
- ❖ READ the *Circuit* magazine in the drawer. Why would a priest like Arnaud be so interested in the European Union?



FIG. 2-29. CHECK OUT THAT COPY OF *CIRCUIT* MAGAZINE IN THE ABBÉ'S DRAWER. THEN DUST HIS CIGARETTE PACK FOR FINGERPRINTS.

- ❖ INSPECT the drawer to get a close-up. Now you can see the cigarette pack.
- ❖ Use the fingerprint kit on the cigarette pack to get the Abbé's print. (You should know how to use the kit interface by now.)
- ❖ CLOSE the desk drawer.
- ❖ INSPECT the lone portrait hanging in the room.
- ❖ READ the label on the bottom of the portrait's frame. Duke of Lorraine, 1983?



FIG. 2-30. WHY WOULD A CHURCH CURATOR'S LONE OFFICE PORTRAIT BE OF THE DUKE OF LORRAINE?

- ❖ EXIT through the window and return to Gabriel's hotel room.

Hotel

GABRIEL'S ROOM

Gabriel's gathered quite an inventory of suspect data by now. Let's get it all logged in, shall we? TYPE on the laptop computer to boot up SIDNEY.

SIDNEY

- ❖ Select ADD DATA. Your Inventory overlay appears.
- ❖ Click on Madeline's map and select SCAN INTO SIDNEY.
- ❖ Select ADD DATA and then SCAN INTO SIDNEY one of Lady Howard's two parchments.
- ❖ Select ADD DATA and then SCAN INTO SIDNEY the other parchment.

If you click on FILES, you see you've added three new files to the file list under Images—MAP, PARCH_1, and PARCH_2. Now let's scan in the fingerprints Gabriel collected.

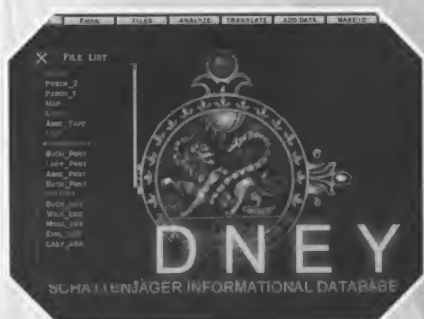


FIG. 2-31. AFTER YOU SCAN IN EVERYTHING GABRIEL HAS COLLECTED SO FAR, SIDNEY'S FILE LIST SHOULD LOOK LIKE THIS.

- ❖ Select ADD DATA and scan Buchelli's fingerprint into SIDNEY. You create a file named BUCH_PRNT.
- ❖ Select ADD DATA again and scan Buchelli's license plate number into SIDNEY. You create a file named BUCH_LICE.
- ❖ Repeat the above process to scan in other fingerprints you've gathered—those of Lady Howard, the Abbé, and Madeline Buthane.
- ❖ Repeat the above process to scan in other license plate numbers you've gathered—those of Lady Howard/Estelle, Wilkes, Mosely, and Emilio.

Now all Gabriel's stellar detective work has been scanned into SIDNEY as files. Next, let's link the various files to the individual suspects.

- ❖ Select SUSPECTS. Three menu options appear at the top—Open, Suspect List, and Links.
- ❖ Select MADELINE BUTHANE from Suspect List. The suspect file on Buthane appears.
- ❖ Under OPEN, select OPEN FILE.
- ❖ Select BUTH_PRNT from the file list.
- ❖ Under LINKS, select LINK TO SUSPECT. Madeline's fingerprint now appears in her file.



FIG. 2-32. LINK EACH SCANNED FINGERPRINT AND LICENSE PLATE NUMBER TO THE APPROPRIATE SUSPECT.

- ❖ Now select VITTORIO BUCHELLI from Suspect List, click on OPEN FILE and select BUCH_PRNT from the file list, and then select LINK TO SUSPECT. Do the same with the license plate file, BUCH_LICE.
- ❖ Repeat the above process to link Abbé Arnaud's and Lady Howard's fingerprints to their suspect files.
- ❖ Repeat the above process to link John Wilkes's, Lady Howard/Estelle's, and Emilio Baza's license plate numbers to their suspect files.
- ❖ Select ADD DATA and then SCAN INTO SIDNEY the audiotape you made of the Abbé's phone conversation after his confrontation with the Scotsmen. This creates a file named ABBÉ_TAPE listed under Audio in the file list.
- ❖ Select TRANSLATE, then select ABBÉ_TAPE from the file list. You get a transcript of the conversation in French.

note

YOU SHOULD HAVE MOSELY'S LICENSE PLATE NUMBER SCANNED IN AS A SIDNEY DATA FILE AS WELL, BUT GRACE HASN'T LISTED HIM AS A SUSPECT YET.

- ❖ Under FROM, select French. Under TO, select English.
- ❖ Click on TRANSLATE NOW.

As Gabriel says, “Very cool!” It seems clear that the Abbé has no knowledge of the kidnapping. But who is this Grand Master fellow? What negotiations are threatened? What the heck is going on here?

- ❖ When finished, click on the MAIN MENU button.
- ❖ At the Main Menu, select EXIT.

Now Gabriel must return his “borrowed” items to avoid raising holy hell.

LADY HOWARD'S ROOM (ROOM 31)

- ❖ Go to the bed.
- ❖ **Use one of the parchments on the folder.** Gabriel automatically puts both parchments back into the folder, then returns the folder to its hiding place under the bed.

MADELINE BUTHANE'S ROOM (ROOM 29)

- ❖ **OPEN** the dresser drawer.
- ❖ **Put Madeline's map back in the drawer.**
- ❖ **OPEN** the door to exit the room. Gabriel automatically closes everything before leaving.
- ❖ Go downstairs to the lobby.



FIG. 2-33. THE 10AM TIME BLOCK WILL NOT END UNTIL YOU REPLACE THE ITEMS GABRIEL “BORROWED” FOR SCANNING—LADY HOWARD'S TWO PARCHMENTS AND MADELINE'S MAP.

LOBBY

If you've done everything required to complete the time block, including replacing the borrowed items, the amusing final scene automatically plays when you enter the lobby. Jean is most distressed ... and Roxanne will make for Gabriel the *beeg* sandwich, yes?

12pm—2pm

Ah, back to Grace and her scintillating tour experience. We find our heroine arriving with the tour at the imposing Chateau de Serres estate. Emilio Baza's sudden onset of illness is most troubling. Meanwhile, Madeline points out that the vineyard and house were built on the foundations of a much older estate linked to the Templars. As in real life, your first move should be directly into the wine-tasting room.

chateau de serres

WINE TASTING ROOM

- ❖ Listen to Madeline butter up poor Mosely.
- ❖ For fun, try to CHAT with Madeline, then LOOK at the fire in the fireplace.
- ❖ CHAT with Abbé Arnaud. You learn that the owner of this estate is named Montreaux. You can CHAT with him again.



FIG. 2-34. TRY TO STOMACH MADELINE'S SHAMELESS FLIRTING WITH MOSELY IN THE TASTING ROOM.

- ❖ Try to talk to everyone else. Grace just isn't in the mood for chitchat—not with you-know-who sitting there.
- ❖ OPEN the door to exit into the courtyard.

CHATEAU COURTYARD

Go through the stone arch between the main house and the tasting room to get behind the house.



FIG. 2-35. WHEN GRACE WANDERS THROUGH THIS ARCH TO SNOOP BEHIND THE MAIN HOUSE, SHE HEARS A BABY CRY!

BEHIND MAIN HOUSE

A crying baby! The sound seems to be coming from the cellar doors. Could it be the son of Prince James?

- ❖ LISTEN at the cellar doors, then try to OPEN them. No, Grace, it wouldn't be that easy, would it?
- ❖ CLIMB the low shedlike extension of the back wall—you can see its red tile roof.



Fig. 2-36. Start Grace's climb on this low section of wall.



Fig. 2-37. When Grace reaches the vines, climb them to the open window at the far right.

- ❖ Watch Grace scramble up the precarious roof until she reaches a vine-covered wall.
- ❖ **CLIMB** the vines on the wall. Grace scales the vines, climbing into the open window in the upper right-hand corner of the building.

MAIN HOUSE (Attic)

- ❖ Move into the attic and **OPEN** the large wardrobe against the far wall.
- ❖ **LOOK** at and **THINK** about the robes inside the wardrobe.
- ❖ **LOOK** at and **THINK** about the symbols on the robes.
- ❖ Use Grace's sketchpad on the symbols to copy them.



FIG. 2-38. OPEN THE LARGE WARDROBE TO FIND THE ROBES, THEN JOT DOWN THE ODD EMBROIDERED SYMBOLS USING GRACE'S SKETCHBOOK.

- ❖ Tip: leave the wardrobe open!
- ❖ Now find the trunk in the next room. Keep in mind where the wardrobe is located.

- ❖ **OPEN the trunk.** Grace thinks she sees a baby, gasps, and drops the trunk lid! This starts a timer for Montreaux's entry.
- ❖ Quickly—hurry back to the wardrobe!
- ❖ Quickly **HIDE** in the wardrobe!



FIG. 2-39. GRACE'S GASP WHEN SHE OPENS THE TRUNK BRINGS MONTREAU UPSTAIRS TO THE ATTIC. QUICK. HIDE IN THE WARDROBE!

Watch the scene as Montreaux enters and nearly opens the wardrobe. Fortunately, he's distracted at the last moment by Madeline Buthane and leaves. Grace climbs out of the wardrobe.

- ❖ **OPEN** the trunk again. You can see a baby's foot.
- ❖ **MOVE** stuff to see ... *a doll!*
- ❖ **GO DOWN** the winding staircase to the library.

CHATEAU LIBRARY

- ❖ **OPEN** the desk drawer. (It's quite narrow, so get down low to find it on the front of the desk.)
- ❖ Use Grace's fingerprint kit on the book in the drawer to pick up Montreaux's print on the cover.
- ❖ Now **READ** the book to get a close-up of *Gods Among Us: The Immortals*.
- ❖ Click on the page and select **TURN RIGHT** to flip the page and view the handwritten notes.

note

IF MONTREAU CATCHES GRACE IN THE ATTIC, HE ESCORTS HER OUT OF THE HOUSE. YOU CAN GET BACK INSIDE VIA THE CELLAR DOORS NEAR THE REAR WALL, BUT YOU LOSE ACCESS TO THE REST OF THE HOUSE AND LOSE THE OPPORTUNITY TO EARN A BUNCH OF POINTS AS WELL.

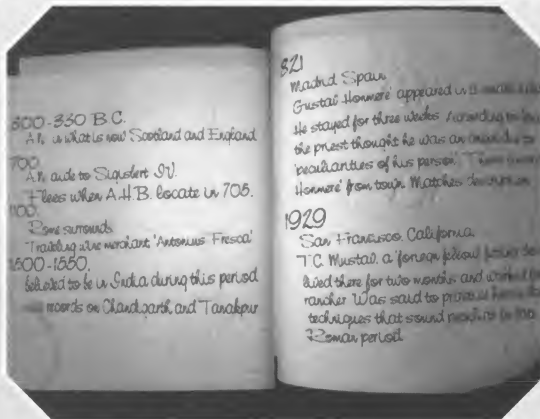


FIG. 2-40. AFTER YOU DUST THIS BOOK FOR FINGERPRINTS, READ IT TO SEE THESE STRANGE HANDWRITTEN NOTES.

- ❖ Click on the page and select EXIT to put the book back in the drawer. Grace's comment: "What a bunch of nonsense."
- ❖ INSPECT the portrait of Montreaux on the wall behind the desk to get a close-up. Note the eye on the right. What is that?
- ❖ MOVE the chair near the portrait. Grace slides the chair under the portrait.



FIG. 2-41. MOVE THIS CHAIR UNDER THE MONTREAUX PORTRAIT TO GET A BETTER LOOK AT THAT RIGHT EYE.



FIG. 2-42. GRACE SEES THIS STRANGE ILLUSTRATION—PART MAN, PART GRAIL—WHEN SHE INSPECTS THE PORTRAIT'S RIGHT EYE FROM ATOP THE CHAIR.

- ❖ CLIMB on the chair.
- ❖ INSPECT the portrait for another close-up.
- ❖ INSPECT the portrait's right eye. You see the "man/Grail" image painted in the iris.
- ❖ EXIT the eye close-up and click on the floor. Grace climbs off the chair.
- ❖ Get down low—that is, hold down both mouse buttons and pull the mouse back. Locate the button on the left front leg of the desk.
- ❖ PRESS the button. This activates laser beams that shoot out from five head sculptures in the room.



FIG. 2-43. FIND AND PUSH THIS BUTTON ON THE LEFT FRONT LEG OF MONTREAU'S LIBRARY DESK.

If you **THINK** about any of the five heads (the light sources), Grace suggests that “there should be some kind of pattern.” In fact, there is. Your goal: Adjust the five heads so the laser beams form a pentagram in the air.



FIG. 2-44. GRACE MUST TURN THE LIGHT-EMITTING HEADS UNTIL THE BEAMS FORM A PENTAGRAM IN THE AIR. THIS OPENS A SECRET STAIRCASE TO THE BASEMENT.



- ❖ To form a pentagram with the beams, go to each light-emitting head and **TURN LEFT** exactly once.
- ❖ Watch the secret staircase open.
- ❖ Go down the stairs into the basement.

CHATEAU BASEMENT

Actually, “basement” doesn’t begin to describe the vast underground passages that honeycomb the chateau’s lower level. Really, a girl could get lost down here without a strategy guide.

- ❖ From the bottom of the stairs, go forward, right, then forward down the long corridor until you find stairs leading down to an unlocked door.
- ❖ If you LISTEN at that door, Grace tells you the crying sound is coming from behind it.
- ❖ OPEN the door and enter the chateau's winepress room.

CHATEAU WINEPRESS ROOM

Oops. Looks like Grace's "crying baby" is actually the whine of a winepress. Do you suppose the ancient woman at the control panel is the chief wine steward?

- ❖ Look around at stuff.
- ❖ TALK to the old lady.



Yikes! What a creepy old hag. Note her repetition of "pommes bleu, pommes bleu" ("blue apples" in French). Grace ends up back outside in the courtyard. After a brief exchange with Mosely, she is off to the famous Armchair of the Devil with Madeline and the rest of the tour group. And such a pleasant surprise awaits them.

note

AGAIN, IF GRACE GETS CAUGHT IN THE ATTIC AND THROWN OUT BY MONTREUX, SHE CAN ENTER THE WINEPRESS ROOM FROM OUTSIDE, VIA THE CELLAR DOORS NEAR THE HOUSE'S REAR WALL. BUT YOU MISS OUT ON A LOT OF POINTS, AS WELL AS ALL THE INTERESTING EXPLORATION INSIDE THE HOUSE.

FIG. 2-45. "POMMES BLEU, POMMES BLEU"? YEAH, OK, LADY. WHATEVER.



FIG. 2-46. GRACE AND THE TOUR GROUP GET A GRINNING SURPRISE AT THE ARMCHAIR OF THE DEVIL.

2pm — 5pm

Hey, you're Gabriel again. The designers call the beginning of this time block the "Five-Minute Timer." Each of the tour group members, freshly returned from the grisly discovery of the bloodless Scotsmen, performs an activity during the first five minutes of the time block.

You don't have to observe *any* of these "Five-Minute Timer" activities to win the game (although some are worth extra points). However, seeing them all enhances the story development. To do this, you may have to restart the time block a couple of times.

"Five-Minute Timer" Events

Again, the following events occur in the first five minutes of the Day 2, 2pm time block. You can view these events in any order, but the sequence set out for you below is the most efficient.

Hotel

UPSTAIRS HALL

Turn around and reenter Room 25.

ROOM 25

- ❖ Grace works on SIDNEY. Gabriel's reentry triggers an exchange between the partners.
- ❖ CHAT with Grace a couple of times. After the first two exchanges, Gabriel decides he has other stuff to do.

note

EACH OF GABRIEL'S FIRST THREE REENTRIES DURING THE TIMER SEQUENCE TRIGGERS A DIFFERENT REENTRY SCRIPT IN WHICH GRACE GETS INCREASINGLY EXASPERATED AT GABRIEL'S RETURNS.

UPSTAIRS HALL

- ❖ Use the water glass on Madeline's door (Room 29) to overhear her phone conversation (unfortunately, it's in French and you can't tape it).



FIG. 2-47. USE THE GLASS TO EAVESDROP ON MADELINE. THEN LADY HOWARD. THE POOR ENGLISHWOMAN SOUNDS ONE SLIGHT NUDGE AWAY FROM BABBLING HYSTERIA.

- ❖ Use the water glass on Lady Howard's door (Room 31) to overhear the dialogue. Lady Howard seems genuinely distraught. Perhaps her "performance" (as Grace put it) at the discovery of the bodies wasn't exactly an act after all.
- ❖ Go downstairs to the phone room.

PHONE ROOM

- ❖ As Gabriel enters, Buchelli is in a booth, preparing to make a call.
- ❖ Use Gabriel's tape recorder on Buchelli's booth to record his Italian phone conversation with "Padre Grenna." Afterward, Buchelli remains in his booth taking notes until the five-minute timer ends.



FIG. 2-48. TAPE RECORD VITTORIO BUCHELLI'S ITALIAN PHONE CONVERSATION FOR LATER TRANSLATION.

If Gabriel is still in the phone room when the five-minute timer expires, you'll see Buchelli exit his booth and go out to the lobby.

LOBBY

- ❖ CHAT with Wilkes, who's in the lounge drinking. He, too, seems genuinely disturbed. If Gabriel is in the lobby when the five-minute timer expires, you'll see Buchelli exit the phone room and join Wilkes for conversation and drink.

LOBBY

- ❖ Wilkes and Buchelli sit together in the lounge, but if you try to TALK with them, Gabriel decides against it.
- ❖ Before you go, however, note the shape and color of their respective glasses—Wilkes's glass is round and green, and Buchelli's is square and gray.
- ❖ Head back up to Room 25.

ROOM 25

From a pure amusement standpoint, this little visit is a must.

- ❖ When Gabriel reenters after the five-minute timer expires, Grace sits on the sofa reading *Secrets of the Holy Grail*.
- ❖ Try to CHAT with Grace six times. (Gabriel's sixth attempt is a classic.)



FIG. 2-49. DON'T MISS THE OPPORTUNITY TO CHAT UP GRACE AS SHE READS. TRY SIX TIMES. IN FACT.

- ❖ If you haven't already done so, open the dresser and PICK UP the hanger. You need it to complete this time block.
- ❖ Exit the hotel and go to the top of Tour Magdala.

Tour Magdala (Top)

- ❖ Hey, there's the Abbé with his binoculars again. LOOK at him to hear Gabriel's suspicions.
- ❖ TALK to the Abbé and discuss the dead guys. Wow, just listen to the good father dissemble.
- ❖ Try to discuss the dead guys again. Gabriel decides to let the Abbé stew for awhile.
- ❖ Go to the moped courtyard and DRIVE the Harley to the Armchair of the Devil.

Armchair of the Devil



FIG. 2-50. LOOKS LIKE A TOUGH NIGHT REALLY DRAINED THE SCOTSMEN.

- ❖ Cross the road and follow the path up to the site. Gabriel surprises Mosely—always an enjoyable activity.
- ❖ When the suspect-choice icons appear, select VAMPIRES. (If you choose VAMPIRES first, you earn two bonus points.)
- ❖ TALK to Mosely about the dead guys and select Abbé Arnaud. Mosely doubts that Arnaud is physically capable of the murders.
- ❖ TALK to Mosely and discuss the tour group. Mosely notes Madeline's intense interest in the bodies.
- ❖ THINK about one of the dead bodies, then INSPECT it for a close-up.

- ❖ LOOK at and THINK about the body, face, and throat wound. Drained white, no blood on the clothes, no blood anywhere, except for ...
- ❖ Move the camera up the hill to Gabriel's left and locate the splattered pool of blood. (It's in a small clearing surrounded by large rocks.)



FIG. 2-51. FIND THIS POOL OF BLOOD JUST UP THE HILL FROM THE BODIES. BE SURE TO INSPECT THOSE NEARBY INDENTATIONS.

- ❖ LOOK at the pool of blood. Gabriel calls over Mosely to see it.
- ❖ THINK about the pool of blood twice. Mosely's observation: "Like Felix Unger meets Freddy Kruger."
- ❖ LOOK at the four indentations in the ground near the pool of blood.



FIG. 2-52. GABRIEL'S GORY VISIONS REVEAL THE CAUSE OF THE ODD INDENTATIONS NEAR THE POOL OF BLOOD.

- ❖ THINK about the indentations. Gabriel's inner eye flashes on a horrific scene of MacDougall's murder. Being a *Schattenjäger* has its benefits ... and, well, drawbacks.

- ❖ **THINK** about the indentations again. This time Gabriel “sees” why there are no footprints.
- ❖ Try to exit to the Armchair parking area.

Gabriel’s attempt to return to the Harley triggers a meeting with a miffed and somewhat suspicious Madeline. Afterward, Gabriel automatically drives Mosely back to Rennes-le-Chateau.

moped courtyard

Mosely heads back to the hotel. You can follow him to his room and try to talk more if you want. But your best bet is to head straight back to the Armchair of the Devil for some solitary sleuthing.

Armchair of the Devil (Parking Lot)

Ah, so the French police *are* on the scene. Best head in the opposite direction.

- ❖ **LOOK** at the tire tracks near the Harley. They lead up the hill across the road from the Armchair site.
- ❖ Follow the tracks to exit the parking lot. Note: Again, you are still on the *opposite* side of the road from the Armchair site.

Armchair of the Devil (Behind Parking Lot)



FIG. 2-53. USE GABRIEL’S NOTEPAD ON THE SCOTSMEN’S CAR TO GET ITS TIRE-TREAD PATTERN.

- ❖ LOOK at the car. Yep, it's the same one the two Scotsmen were driving.
- ❖ Use the notepad on one of the car tires. Gabriel traces the tread pattern.
- ❖ Return to the Harley and RIDE to L'Ermitage.

L'Ermitage (Parking)

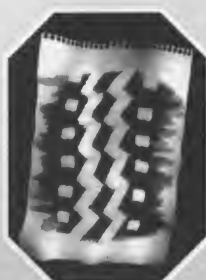


FIG. 2-54. FIND THE TIRE TRACKS IN THE L'ERMITAGE PARKING AREA AND COMPARE THEM WITH THE PATTERN COPIED FROM THE SCOTSMEN'S CAR.

- ❖ Find the tire prints in the parking area.
- ❖ Use the tread pattern (copied by Gabriel from the Scots' car tire) on the tire prints to compare them. Match! They were here last night.
- ❖ RIDE the Harley to Larry Chester's house.

Larry Chester's House (Exterior)

- ❖ Find the tire prints near Larry's car.
- ❖ Compare the prints with the tread pattern from Inventory. Of course, the prints are from the Freemasons' car—no surprise since you followed them here last night.
- ❖ KNOCK on the door to enter Larry's study.

Larry chester's HOUSE (Interior)

Discuss all topics with Larry to get Gabriel thrown out. This triggers an automatic scene. Gabriel sneaks to the side window and watches Larry finish a quick phone call and set his alarm clock. Then Larry walks off down the path to Chateau de Blanchefort.



FIG. 2-55. AFTER LARRY THROWS YOU OUT, GABRIEL SPIES THROUGH THE OFFICE WINDOW. WHY IS THE GUY SETTING HIS ALARM CLOCK?

Larry chester's HOUSE (Exterior)

- ❖ Return to the side window (the one with the hole).
- ❖ Use the hanger (from Gabriel's hotel dresser) on the hole in Larry's office window.



FIG. 2-56. USE THE HANGER THROUGH THE WINDOW TO CHECK LARRY'S ALARM CLOCK.

Gabriel automatically slips the hanger inside and learns the time that Larry set his alarm for: 2am. Now let's see what Larry's up to. Follow the path behind the house to the plateau, then continue up the right-hand path to the Chateau de Blanchefort.

chateau de blanchefort (Top)

- ❖ Watch Larry scanning the valley with binoculars. Gabriel won't talk to him, and Larry remains here until the end of the 2pm–5pm time block.
- ❖ Return to your Harley and RIDE back to Rennes-le-Chateau.

Hotel

LOBBY

The first time he enters the hotel, Gabriel sees Emilio Baza and Estelle collide near the stairs. (If you don't see this scene, you haven't completed all the necessary steps earlier at the crime scene and Larry Chester's house.) Afterward, Emilio goes to read in the lounge and Estelle exits the hotel. Step quickly out into the courtyard.

COURTYARD



FIG. 2-57. LOOK, THERE GOES ESTELLE. MAYBE YOU SHOULD FOLLOW HER.

- ❖ Watch Estelle leave town on her moped.
- ❖ If you hurry, you can FOLLOW Estelle before she leaves town—that is, click on her moped and select FOLLOW.
- ❖ If you miss Estelle's moped exit, go to the moped courtyard and DRIVE the Harley to Chateau de Blanchefort.

chateau de blanchefort

- ❖ Wait for Estelle to drive by.
- ❖ Click on Estelle's moped and select FOLLOW.

valley Roads (Overhead Map)

- ❖ Gabriel automatically follows Estelle to a wooded area that seems to be in the middle of nowhere. This becomes a new active site on your map.
- ❖ Click on "Lady Howard and Estelle's Site" to park.

Lady Howard and Estelle's site (Roadside)

- ❖ Find the ravine (down the road past Estelle's moped) that leads up the path.
- ❖ Follow the path to the site where Estelle examines her map.



FIG. 2-58. WHY DOES ESTELLE FIND THIS REMOTE, WOODED SITE SO INTERESTING?

- ❖ TALK to Estelle and discuss all topics. You learn a good deal about her background and her history with Lady Howard. Estelle seems like a good enough gal. But do you sense a hint of desperation to her pursuit of the treasure?
- ❖ Return to the Harley and RIDE back to Rennes-le-Chateau.

hotel

PHONE ROOM



note

YOU CAN TRY CALLING
PRINCE JAMES BEFORE YOU TALK
TO LARRY FOR A VARIANT

FIG. 2-59. MAYBE YOU SHOULD LET
PRINCE JAMES KNOW THAT HIS GUYS
ARE LIKE, DEAD.

- ❖ Use Prince James's card on one of the phones to call him and break the news about the ritualistic murder of his men. Interesting conversation, eh? The Prince keeps tight lips.
- ❖ Head upstairs to Gabriel's room.

ROOM 25

Powwow time. Grace and Mosely join Gabe. With two and a half brilliant minds working together, the trio should be able to come up with some theories, right? First, Grace summarizes the *Secrets of the Holy Grail* for the boys: "Talk about *wild*. It ties together Freemasonry, the Templars, this group called the Priory of Sion, and, like, this bizarro theory about the Holy Grail."

- ❖ **Discuss *Secrets of the Holy Grail* with Mosely and Grace. Be sure to discuss *all* topics.** For your convenience, here's a transcript of the discussion on each topic:

Freemasons

GABRIEL: What's this got to do with the Templars and the Freemasons?

GRACE: According to the book, the Templars were the *founders* of Scottish Rite Freemasonry. When they were persecuted, some of them fled to Scotland and changed their names.

GABRIEL: What's that got to do with Rennes-le-Chateau?

GRACE: Only that whatever is going on here, the Freemasons are obviously still involved. Some secret knowledge must have been passed down through the organization.

Holy Grail

GRACE: The Grail is supposed to be a vessel, right, like a cup? And it contains the blood of Jesus. The book suggests that the Grail is an *allegory* for an esoteric secret—a secret so heretical that it had to go underground throughout the Middle Ages. It was passed along as the legend of the Grail.

GABRIEL: And that secret is?

GRACE: That Jesus had descendents! The Grail itself is an allegory of the womb of Mary Magdalen. In other words, her womb—the cup—contained his blood or, rather, *bloodline*, his heirs.

Bloodline #1

GRACE: Whether it's true or not isn't the point. The point is, these secret societies believe it—in a big way. Okay, look, Mary Magdalen came here, right? After the crucifixion? Okay, so she brings the kids, or maybe she's pregnant. Her descendents intermarry with local nobility and become the Merovingian dynasty.

GABRIEL: The Merovingians are supposed to be descendents of Jesus?

GRACE: Yes! And the Catholic Pope betrayed and murdered them, but some of their line survived. Okay, so the Merovingian survivors hid in this region and had backers here. Well, it could explain why so many heretics kept cropping up in the Languedoc, like the Cathars and the Templars. And Rome kept trying to wipe them out—to bury the secret of the bloodline.

Bloodline #2

GABRIEL: What's this got to do with the Templars and the Freemasons and the Priory of Sion again?

GRACE: They're all supporters of the bloodline, dedicated to getting the bloodline back on the throne. The Templars were probably founded to find proof of the bloodline's genealogy. That's why they were excavating under the Temple of Solomon. The Crusades would have been the perfect cover.

GABRIEL: Proof? Like what? A 2,000-year-old birth certificate with the father listed as "the son of God"?

GRACE: Jesus *was* of the royal House of David. If he had any children, it would have been in the temple records.

MOSELY: If the Priory and the Templars were both supporters of the bloodline, how come they split up?

GRACE: I don't know. Maybe they had a falling-out.

Priory of Sion

GRACE: The Priory of Sion is an offshoot of the Templars. They split off *before* the Templar persecution, way back in 1188. The Priory returned to France from the Holy Land and set up a bunch of monasteries here. The Priory still exists and they seem to have some kind of major agenda going on with Rennes-le-Chateau.

Treasure

GRACE: The authors think Sauniere found the Templar treasure all right, but it wasn't gold—it was ancient genealogy charts from the Temple of Solomon. Which Sauniere then used to blackmail the Catholic church. Or maybe he sold the documents to people like the Priory or the Masons.

After all questions are asked, Grace reads a startling excerpt from the book: “Many of the prominent families in Europe today claim Merovingian descent, including the Hapsburg-Lorraines, the Wittelsbachs, the Plantards and Montesquious in France, the Sinclair family in Britain, and the Stewarts of Scotland.”

That's right, the Stewarts! As in Prince James.

- ❖ When Mosely leaves, note that he leaves his pop bottle on the coffee table.
- ❖ Use your fingerprint kit to lift a print from Mosely's pop bottle.
- ❖ Go downstairs to the lobby.



FIG. 2-60. AFTER YOUR CONVERSATION WITH MOSELY, DUST HIS POP BOTTLE FOR THIS PRINT.

LOBBY

Remember Wilkes and Buchelli drowning their pain in the lounge earlier? You still don't have a fingerprint for Wilkes in your suspect database. Maybe Gabriel can lift one now.

- ❖ Go to the lounge table.
- ❖ Use your fingerprint kit on Wilkes's glass (the small round green one) to take a print.
- ❖ Gabriel tries to remember who used the glass. It was Wilkes.



FIG. 2-61. WILKES USED THE SMALL ROUND GLASS IN THE LOUNGE, SO DUST IT FOR HIS FINGERPRINT.



FIG. 2-62. DON'T FORGET TO ASK JEAN FOR A 2AM WAKEUP CALL. YOU WANT TO SEE WHAT LARRY CHESTER HAS PLANNED.

- ❖ If you haven't already acquired Buchelli's fingerprint (from the luggage clasp in his room), use the fingerprint kit on the square glass to get a print.
- ❖ Go to the front desk and TALK to Jean. Ask him to give you a WAKE-UP CALL at 2am.
- ❖ Return to Room 25.

ROOM 25

- ❖ TYPE on the laptop on the desk to fire up SIDNEY.

SIDNEY

- ❖ Select ADD DATA and scan in Wilkes's fingerprint.
- ❖ If you don't have Buchelli's print scanned in, scan in his print too.
- ❖ Under SUSPECTS, select John Wilkes.
- ❖ Under File List, select WILK_PRNT.
- ❖ Select LINK TO SUSPECT to attach Wilkes's scanned print to his Suspect file.
- ❖ Repeat the above process with Buchelli's print if you haven't done so already.
- ❖ Select ADD DATA and SCAN INTO SIDNEY the audioteape Gabriel made of Buchelli's phone conversation. You create a file named BUCH_TAPE.
- ❖ Select TRANSLATE and open the BUCH_TAPE file. You get a transcript of the conversation in Italian.
- ❖ Under FROM, select Italian. Under TO, select English.
- ❖ Click on TRANSLATE NOW.

note

MOSLEY'S PRINT WILL BE LEFT
FOR GRACE TO SCAN IN.

So, another interesting conversation. Now it's time to follow up on the mysterious Excelsior Montreaux. But first, Gabriel needs a way to get past Montreaux's overprotective staff.

- ❖ Select MAKE I.D.
- ❖ Under SELECT, click on Gabriel's picture.
- ❖ Under REPORTER, select N.Y. TIMES.
- ❖ Click on PRINT IDENTIFICATION. The fake I.D. appears in your Inventory.
- ❖ Leave town via Harley and travel to Chateau de Serres.



FIG. 2-63. USE SIDNEY TO MAKE THIS FAKE NEW YORK TIMES ID CARD.

note

YOU CAN MAKE IDS FOR OTHER PROFESSIONS AS WELL. ONLY A REPORTER'S ID WILL GET YOU AN "INTERVIEW" WITH MONTREAUX. TRY ALL THE OTHERS FIRST FOR FUNNY SCENES THAT WILL NOT PREVENT YOU FROM USING THE PRESS ID.

chateau de serres (Courtyard)

- ❖ Find the tire tracks in the area just outside the courtyard.
- ❖ Use the tire-tread print on the tracks to compare. Aha! Those Scotsmen really made the rounds last night, didn't they?
- ❖ KNOCK on the door of the main house.
- ❖ When Marceau asks what you want, select **SHOW "REPORTER" ID**. Soon you meet Excelsior Montreaux, the owner and viticulturist of the estate.

chateau de serres (Tasting Room)



FIG. 2-64. GABRIEL KNIGHT OF THE TIMES LEARNS ABOUT THE JOYS OF VITICULTURE FROM MONSIEUR MONTREAUX.

- ❖ **TALK** to Montreaux about all topics (you must ask about viticulture at least twice). He looks spooky, but he seems gracious enough. And boy, you gotta love his attitude toward wifely servitude. Note that Montreaux connects the Grail legend with the pursuit of eternal youth, alchemy, and the Philosopher's Stone—"completion, perfection, the absolute"—rather than with Christ. He sure is obsessed with breeding, isn't he?
- ❖ **RIDE** the Harley back to Rennes-le-Chateau and return to Gabriel's hotel room.

Hotel: Room 25

Remember that Grace earlier suggested meeting at five o'clock? Well, here it is—the meeting. Gabriel reports on his meetings with Excelsior Montreaux and lyin' Larry Chester. Grace offers to start on the "treasure angle" by checking out the museum and church (keep this in mind in the next time block). Then Gabriel guides Mosely off to dinner so Grace can resume her research.



FIG. 2-65. GABRIEL, GRACE, AND MOSELY WRAP UP THE DAY'S DISCOVERIES AND PREP FOR AN EVENTFUL EVENING.

5pm—10pm

Grace takes the lead in this, the final time block of Day 2. Here, she does a wee bit of searching and snooping. But Grace's primary focus, as always, is the deep background stuff that sketches the parameters and reveals the true depths of the mystery. In other words, it's SIDNEY time, big time.

Hotel

UPSTAIRS HALL

- ❖ PICK UP a glass from the tray outside Lady Howard and Estelle's room (number 31). It's always nice to have a listening device.
- ❖ If you want, use the glass on Lady Howard and Estelle's door. They're getting ready for dinner.

LOBBY

- ❖ Approach the front desk and TALK to Simone. She's pretty worked up about the chicken.
- ❖ Enter the dining room.



FIG. 2-66. UH-OH. GABRIEL'S BEING A PIG AND MADELINE HAS A HUNGRY GLINT IN HER EYE.

Ah, male bonding. Grace automatically overhears the guy talk (otherwise known as "porkspeak"). Then she gets to watch Madeline Buthane swoop in on Gabriel. Yes, men go down the moral tubes once again. Of course, Madeline doesn't fare much better. But Gabriel drops a few notches in Grace's estimation as he blathers on about hormonal imperatives and Grace as his "freakin' chastity belt."

- ❖ Approach Gabriel and Mosely to trigger a very, very brief dialogue.
- ❖ CHAT with Buchelli. Gee, he's in good spirits, considering he just recently discovered the gruesome handiwork of a brutal throat slasher.
- ❖ Exit the hotel.

note

OPTIONAL: BEFORE YOU LEAVE THE HOTEL, YOU CAN USE THE GLASS ON MADELINE BUTHANE'S ROOM 29 DOOR. (SHE'S NOT THERE UNTIL AFTER YOU SEE HER FLIRT WITH GABRIEL IN THE DINING ROOM.) WHAT DO YOU SUPPOSE SHE'S DOING? MAYBE YOU DON'T WANT TO KNOW.

COURTYARD

- ❖ TALK to Emilio, who sits on the bench. Note his odd reaction to the “shock.” (Oh yeah, you mean those *dead* guys.) Note also that he’s sure you have “better things to do.”

Museum sauniere (Exterior)

- ❖ Find the manila envelope taped to the front door.
- ❖ PICK UP the manila envelope. It’s a copy of “Le Serpent Rouge”!
- ❖ In Inventory, INSPECT and read through the long riddle of “Le Serpent Rouge.”



FIG. 2-67. SOMEBODY TAPED AN ENVELOPE TO THE MUSEUM DOOR. GUESS WHAT'S INSIDE?

Be sure to THINK about the first stanza of “Le Serpent Rouge,” too. In Aquarius, Grace wonders about “the path of RA” and decides a SIDNEY search might be in order.



FIG. 2-68. BE SURE TO DUST FOR THIS PRINT ON THE MANILA ENVELOPE.

- ❖ Use the fingerprint kit on the envelope and lift the print left near the upper right corner (you get a print marked “fingerprint from LSR” in your Inventory).
- ❖ Go to the church and enter.

st. mary magdalen's church

- ❖ PICK UP one of the new English-language pamphlets on the table.
- ❖ In Inventory, INSPECT and read the pamphlet. Be sure to THINK on each page, too.

This pamphlet gives you good background information on the Rennes-le-Chateau mystery. If you THINK about the second page, Grace ponders the significance of the four Magdalen statues mentioned in #3 *St. Mary Magdalen*. Is it the statues themselves, or their location that matters?

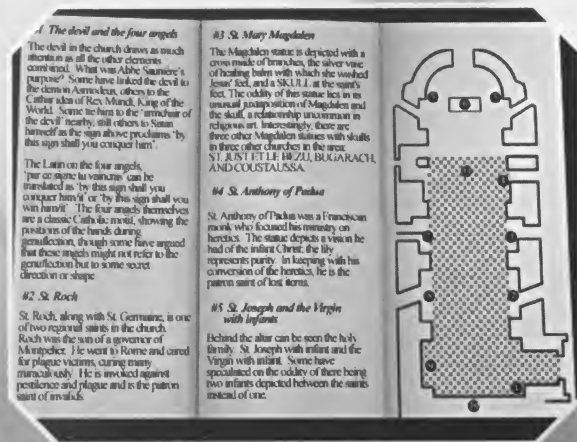


FIG. 2-69. THIS NEW ENGLISH VERSION OF THE ST. MARY MAGDALEN CHURCH PAMPHLET PROVIDES INVALUABLE INFORMATION.

- ❖ LOOK at points of interest in the church, the ones numbered in the pamphlet, and ...
- ❖ ... if you want, use the Church pamphlet on each one. Grace, now informed by the pamphlet, reads each item's description.
- ❖ KNOCK on the Abbé's office door (next to the pulpit).

Abbé's office

- ❖ TALK to the Abbé. He's quite frank in his discussion of the Magdalen statues and the so-called "sunrise line" that connects the church and Chateau de Blanchefort. And he seems pretty sure there's a treasure buried around here somewhere.
- ❖ Click on the painting of the Duke of Lorraine and select TALK to discuss it with the Abbé.
- ❖ LOOK at the portrait again to hear Grace's thoughts. She thinks it's no coincidence that both the Lorraine and Stewart families are supposedly of Merovingian descent.
- ❖ LOOK at and THINK about the nearby chessboard.

Aha! Of course! The church floor is a black-and-white grid, too! *It's all so clear now, isn't it?* OK, maybe not. But at least we're getting somewhere. Let's nose around the church a bit more before we head back to SIDNEY.

church (Interior)

- ❖ LOOK at the statue of "the devil and the four angels" near the front entrance. Grace thinks they're mentioned in "Le Serpent Rouge."
- ❖ Optional: In Inventory, reread the Aries stanza of "Le Serpent Rouge." The Queen's guard is the QUATERNITY: They who stand watch over the guardian.
- ❖ Optional: In Inventory, reread the entry on "the devil and the four angels." It points out the angels' hand positions and notes that they might refer to "some secret direction or shape."
- ❖ Click on the bottommost angel and select TRACE. A beginning dot appears on the bottom angel's hand.
- ❖ Click on the rightmost angel and select TRACE. A connecting line traces to the hand on its shoulder.
- ❖ Click on the top angel and select TRACE. Another connecting line traces to the hand by its forehead.
- ❖ Click on the leftmost angel and select TRACE. Another connecting line traces to the hand on its shoulder.

- ❖ Finally, click on the bottom angel again and select TRACE. Grace notes that the connected hands form the pattern of a “tilted square.”
- ❖ Return to Room 25 in the hotel.



FIG. 2-70. GRACE TRACES THIS “TILTED SQUARE” BY CONNECTING THE HANDS OF THE FOUR ANGELS.

Hotel

ROOM 25

Yes, it’s time to put SIDNEY to its first real test. In the following SIDNEY sections, you must try to solve the riddle of “Le Serpent Rouge” one stanza at a time. (There are 13, named after the zodiac signs.) TYPE on the laptop computer to get to the SIDNEY interface.

SIDNEY

- ❖ Select ADD DATA and scan in Montreaux’s fingerprint from Chateau de Serres. This creates a file called MTRX_PRNT.
- ❖ Select ADD DATA and scan in the “fingerprint from LSR” (the one from the envelope). This creates a file called LSR_PRNT.
- ❖ Select ADD DATA and scan in the hermetical symbols Grace sketched from the robes in the attic wardrobe at Chateau de Serres. This creates a file called SERR_SYMB.

note

THE ACTUAL WORK IS DONE ON SIDNEY, BUT YOU CAN USE THE COPY OF “LE SERPENT ROUGE” IN YOUR INVENTORY AS A HANDY REFERENCE. CLICK ON EACH STANZA AND USE THINK TO GET HINTS.

- ❖ Select ANALYZE, then click on OPEN FILE.
- ❖ Select the SERR_SYMB file.
- ❖ Select START ANALYSIS. SIDNEY sends the symbols to “off-line databases” for interpretation.
- ❖ Return to MAIN MENU, then select SUSPECTS.
- ❖ Open Montreaux’s suspect file, then link his fingerprint to his suspect profile.
- ❖ In the SUSPECTS area, open the file list, select the unknown LSR_PRNT fingerprint file, and perform a MATCH ANALYSIS (in the LINKS pull-down menu) to try to match the fingerprint with a known print. SIDNEY won’t find a match in your current database.

OK, let’s start working on the puzzle of “Le Serpent Rouge”. Focus on the first stanza, Aquarius. Note the excerpt, “I laid down the path of RA and was illuminated.” Then remember what the church pamphlet refers to as “the sunlight phenomenon.” On July 22 of each year—the feast day of St. Mary Magdalen—the sunrise line runs directly from the church to the Chateau de Blanchefort. Path of the sun, path of RA—any correlation?

- ❖ Do a SEARCH on RA. (Select SEARCH, type in RA, and click on the Search button.) You learn that Ra is “god of the sun and his number is six.” So there’s a connection between Ra and the sun.
- ❖ Return to the MAIN MENU.
- ❖ Select ANALYZE, then open the MAP file (under Images). This is Madeline’s map, scanned in earlier by Gabriel.



FIG. 2-71. SIDNEY SPLITS MADELINE’S MAP INTO TWO SCREENS, A FULL SHOT AND A ZOOM SHOT. CLICK ON THE SPOT ON THE FULL MAP YOU WANT CENTERED IN THE LEFT-SIDE ZOOM SHOT.

- ❖ Select START ANALYSIS to convert the map into an expanded SIDNEY graphic file. (You need do this only once.) The left-side map is a zoom-in view of the right-side map.

- ❖ Under MAP, select ENTER POINTS.
- ❖ On the left map, click to put one point on the Chateau de Blanchefort ruins and one point on the Church of St. Mary Magdalen, the small cross in Rennes-le-Chateau. (Use the right-side map to scroll the left-side map to the proper position.)
- ❖ Select START ANALYSIS.



FIG. 2-72. PLOT POINTS ON CHATEAU DE BLANCHEFORT AND ON THE CHURCH IN RENNES-LE-CHATEAU. THEN START SIDNEY'S ANALYSIS TO PLOT THIS "SUNRISE LINE."

SIDNEY discovers that a straight line marked between the two points intersects with the Paris meridian and point "Arques," a town east and slightly north of Rennes-le-Chateau. Now let's move on to the Pisces puzzle. Remember that the Pisces stanza speaks of "parchments." Got any of those?

- ❖ While still in the ANALYZE folder, open the file for the first parchment, PARCH_1. The scan appears on the screen.
- ❖ Select START ANALYSIS. After the analysis is complete, select OK.

Cool! SIDNEY finds both hidden geometry and text anomalies in the first parchment's figures.



FIG. 2-73. SIDNEY FINDS THIS "HIDDEN GEOMETRY"—A TRIANGLE—IN THE FIRST PARCHMENT.

- ❖ Under GRAPHIC, select VIEW GEOMETRY. A triangle!
- ❖ Under TEXT, select EXTRACT ANOMALIES.
- ❖ Select the FRENCH check box when SIDNEY prompts you for a language.

SIDNEY decodes the following message, translated from French to English: “TO DAGOBERT II KING AND TO SION IS THIS TREASURE AND HE (IT) IS THERE DEAD.” Whoa. Now let’s check out the other parchment.

- ❖ Open the second parchment file, PARCH_2.
- ❖ Select START ANALYSIS.
- ❖ Select VIEW GEOMETRY. A circle and a square!
- ❖ Select ANALYZE TEXT.
- ❖ Select the FRENCH check box when SIDNEY prompts you for a language. Grace jots down the translation and it appears in your Inventory.



FIG. 2-74. HERE'S THE "HIDDEN GEOMETRY" SIDNEY FINDS IN THE SECOND PARCHMENT—A SQUARE AND A CIRCLE.

Another cryptic message. The best possible translation SIDNEY can extract is as follows: “SHEPHERDESS NO (WITHOUT) TEMPTATION THAT POUSSIN-TENIERS (?) HOLD THE KEY PEACE 681 BY THE CROSS AND THIS HORSE OF GOD I COMPLETE (DESTROY) THIS DEMON (SPIRIT) GUARDIAN AT MIDDAY (TO THE MERIDIAN) BLUE APPLES.”

Bizarre, eh? But wait. You’re not finished yet.

- ❖ Under GRAPHIC, select ROTATE SHAPE.
- ❖ Note that the symbols at the bottom of the parchment, when rotated, are recognized in their new orientation as the mark of the Priory of Sion.



FIG. 2-75. WHEN SIDNEY ROTATES THE SYMBOLS AT THE BOTTOM OF THE SECOND PARCHMENT, THE MARK OF THE PRIORY OF SION IS REVEALED.

As Grace notes, the parchments must be linked to the Priory somehow. Head spinning yet? We still have more map work to do. Remember that the odd Magdalen statues (with the skull) exist in four area churches, located in Rennes-le-Chateau, St. Just et le Bezu, Bugarach, and Coustassa. Say, do you suppose that has some map-related significance?

- ❖ Under OPEN FILE, select the MAP file again.
- ❖ Under MAP, select ENTER POINTS.
- ❖ Enter a point on the church shape in each of the following towns: Rennes-le-Chateau, St. Just et le Bezu, Bugarach, and Coustaussa.
- ❖ Select START ANALYSIS. SIDNEY tells you to pick a shape.
- ❖ Under GRAPHICS, select USE SHAPE. Three shapes appear.
- ❖ Click on the circle shape. A circle appears on the map.
- ❖ Click on the edge of the circle. It darkens and the cursor changes.
- ❖ Size the circle to fit the points entered. To do this, move the cursor over the edge of the circle, click and hold, and drag the circle to make it bigger.
- ❖ Move the circle over the points. To do this, move the cursor inside the circle, click and hold, and drag the circle to move it.

- ❖ When you get close to the correct position, the circle locks in place and SIDNEY reports the coordinates at the circle's center. A note with those coordinates now appears in your Inventory.

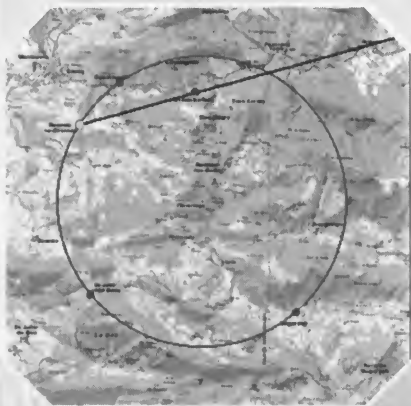


FIG. 2-76. WHEN YOU PLOT THE POSITIONS OF THE FOUR MAGDALEN STATUES AND CONNECT THEM WITH THE CIRCLE SHAPE, YOU HAVE, VOILA, "MAGDALEN'S CROWN."

Magdalen's crown! Grace has solved the Pisces stanza: "The circle is the ring and the crown forms the diadem of the Queen of the castle." As Grace points out, the center point seems to be at or near L'Ermitage.

Maybe it's time for Grace to take a break from SIDNEY and tell Gabriel what she's discovering.

LOBBY

The first time Grace enters the hotel lobby after plotting the "Magdalen's crown" coordinates on the map in SIDNEY, she sees Gabriel and Mosely leave with Madeline Buthane for the bar at Rennes-le-Bains. Then Emilio Baza enters and joins Vittorio Buchelli in the lounge. At first, only Buchelli is drinking, but if you leave and reenter, Emilio will be drinking water. Note his glass shape.

note

IF GRACE DOESN'T COME DOWN TO THE LOBBY BETWEEN PLOTTING THE "MAGDALEN'S CROWN" CIRCLE AND THE NEXT SIDNEY MAP EXERCISE, YOU MISS THIS SCENE.

DINING ROOM

CHAT with Lady Howard and Estelle. Grace does an excellent job of conjuring up murder-memory nausea for Lady Howard.

LOBBY



FIG. 2-77. TAKE A PEEK AT EMILIO'S GLASS AS HE GUZZLES WATER WITH BUCHELLI IN THE LOUNGE.

Take a quick peek in the lounge again before heading back upstairs for more SIDNEY work. Now Emilio Baza is drinking a glass of water with Buchelli. Note the shape of his water glass. Then head back upstairs to Room 25.

ROOM 25: SIDNEY

- ❖ TYPE on the laptop computer to get the SIDNEY interface and begin working on the Aries Stanza.
- ❖ Do a SEARCH on the subject QUATERNITY. Follow all links.

The “Alchemy: Tilted Square” link points out the tilted square’s use as a symbol of the sun. Seen a tilted square lately? Also note the “Alchemy: Squaring the Circle” link, which describes placing a square “so that the circle fills it maximally, without breaking the square’s boundaries.”

- ❖ Do a SEARCH on the subject ST MICHAEL. Follow all links. Note Michael’s significance in alchemy as one of the four angels who hold the four corners of the world.
- ❖ Do a search on the subject PYTHAGORAS. Note the image included as an example of Pythagorean geometry (see Figure 2-78).



FIG. 2-78. DO A SIDNEY SEARCH ON THE SUBJECT PYTHAGORAS AND CHECK OUT THIS EXAMPLE OF PYTHAGOREAN GEOMETRY.

OK, let's take a shot at "squaring the circle." We have a circle on the map already. Let's add a square and size it to fit.

- ❖ From the MAIN MENU, select ANALYZE and open the MAP file again.
- ❖ Select the USE SHAPE function and click on the SQUARE shape.
- ❖ Click on the square's edge to darken it for alteration, then move the square directly into the middle of the circle.
- ❖ Drag the edge of the square to size it so it fits just around the circle—thus "squaring" the circle. (The square locks into place when it's the right size.)

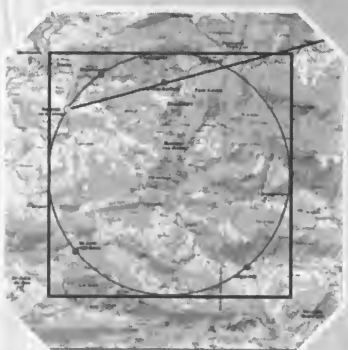


FIG. 2-79. SIZE AND MOVE THE SQUARE TO THIS POSITION ON THE MAP.

You've now solved the Aries stanza. But Grace wonders whether the square is in the right relation to the meridian and decides to consult the Taurus stanza of "Le Serpent Rouge." Perhaps you'd better do the same.

- ❖ In Inventory, INSPECT the "Le Serpent Rouge" document and THINK about the Taurus stanza.
- ❖ In Inventory, THINK about the weird "blue apples" cipher SIDNEY found in one of the Sauniere parchments.

Grace noodles on the cipher a bit, separating “fruit” from “chaff.” Remember how the creepy old lady at the Chateau de Serres winepress called her grapes “pommes bleu”? Could the “blue apples” be grapes? As in, say, a vineyard? Possibly, as Grace suggests, “Serres itself?” The cipher said “to the meridian blue apples.” Maybe we should plot a line from Chateau de Serres to the meridian.

- ❖ Under MAP, select ENTER POINTS.
- ❖ Put one point on Serres (where the circle passes over it).
- ❖ Put another point on the nearby spot where the Paris meridian intersects the top half of the circle.
- ❖ Select START ANALYSIS. SIDNEY connects the two points, plotting a “line tangential to circle and intersects with conjoining features on the meridian.”

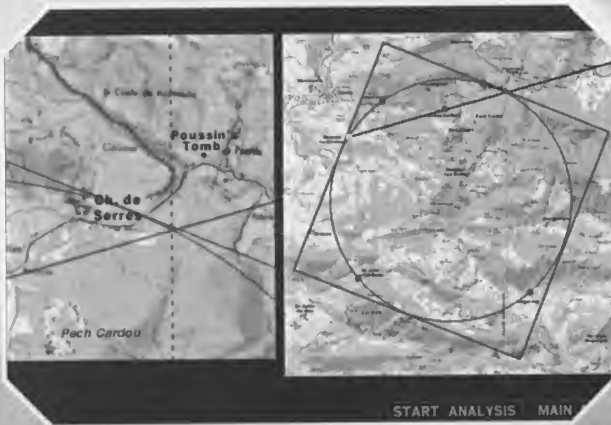


FIG. 2-80. FIRST, PLOT THE LINE THAT CONNECTS THE CHATEAU DE SERRES TO THE MERIDIAN. THEN TILT THE SQUARE UNTIL ITS TOPMOST SIDE LOCKS IN PLACE ON THE NEW LINE.

- ❖ Click on the edge of the square to darken it for movement.
- ❖ Move the cursor outside the square. It becomes a rotated arrow.
- ❖ Click and hold, then drag to tilt the square until the top side locks in place on the Serres/meridian line.

Good work! You just solved the Taurus stanza of “Le Serpent Rouge.” Let’s take another break and check on the others in the hotel, shall we?

LOBBY

The first time Grace enters the lobby after plotting the tilted square, Lady Howard and Estelle invite Buchelli and Emilio to play bridge; they all enter the

dining room. Note that nobody has seen Wilkes all afternoon and that Emilio leaves his water glass behind. Prints!

- ❖ Find Emilio's water glass on the table in the lounge.
- ❖ Use the fingerprint kit on Emilio's water glass. Now isn't that odd? No prints can be found.
- ❖ Also, if Gabriel has not gotten Buchelli's print yet, Grace can take it now from his wineglass.

DINING ROOM

The others now play bridge. Grace doesn't care to join, nor will she disturb them. Go back upstairs to Room 25.

ROOM 25

Let's work on the Gemini and Cancer stanzas. Before you start, reread and THINK about those stanzas in "Le Serpent Rouge." Note the references to 64 black and white mosaic tiles (like a chessboard) and to Asmodeus. Also reread what the church pamphlet says about the church floor tiles linked to "the heretical Cathar notion of duality."

- ❖ TYPE on the laptop to fire up SIDNEY.
- ❖ Do a SEARCH on the subject ASMODEUS. He's a demon who supposedly guards the Temple of Solomon. The guardian of lost (or hidden) treasure? Hmm.
- ❖ Do a SEARCH on the subject CHESSBOARD. Follow all links. This should include the subject DUALITY. Follow its links as well.

Grace points out all the chess pieces mentioned in "Le Serpent Rouge" and the relationship between the 64 squares of a chessboard and the 64 stones mentioned in the Gemini stanza. Note that "the symbol of duality is a hexagram fashioned from two superimposed triangles." This symbol, also mentioned in the passage on the Cathars, will become important later.

- ❖ Return to the MAIN MENU.
- ❖ Select ANALYZE and open the MAP file again (if it isn't already open).

- ❖ Under MAP, select DRAW GRID.
- ❖ When the grid list appears, select FILL SHAPE.
- ❖ Select a grid size of “8 X 8.” This creates the 64-square grid of a chessboard within the square you already plotted on the map.

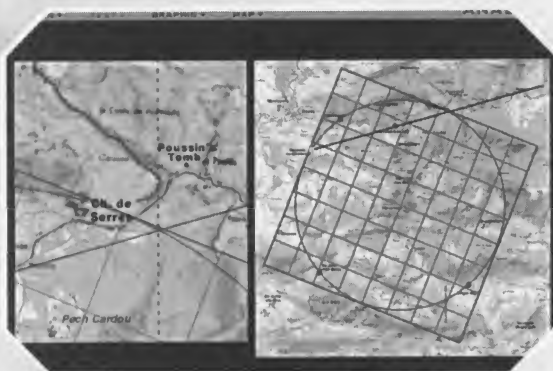


FIG. 2-81. THE FINAL STEP IN YOUR DAY 2 TASK LIST IS TO PLOT THIS 8-BY-8 “CHESSBOARD” GRID ON THE MAP.

Way to go, kid. Plotting the grid on the map triggers the Day 2 ending movie. A somewhat inebriated Wilkes invites Grace to a celebratory dinner, claiming, “I’m gonna be a rich man after what I found today!” Grace decides to risk the date, hoping to learn something new. No pain, no gain, right?



FIG. 2-82. GRACE FENDS OFF WILKES TO GET HER HANDS ON HIS BIG SECRET—A SEISMIC MAP THAT REVEALS A VAST UNDERGROUND CAVE NEAR RENNES-LE-CHATEAU.

After dinner, the two return to Wilkes’s room to wrestle a bit and examine a radar-generated satellite map of the area. The map reveals seismic faults and other phenomena, including a “big ol’ hollow” (as Wilkes puts it)—a huge underground system of caves bounded by Le Bec on the west and Serres and Poussin’s Tomb on the east. Gee, maybe having a big Australian thumper isn’t such a bad idea after all?

chapter 3

Day 3



ABE AND GRACE now see shadowy outlines of the big picture—ancient, powerful forces at odds over a mysterious bloodline dating back to antiquity. Could it truly be the bloodline of Jesus?

2am

Gabriel gets to do the late-night spooky stuff. He's the one with the Schattenjäger talisman, remember? Larry Chester set his alarm clock for 2am. Time to go find out why.

Hotel (Upstairs Hall)

Exit the hotel and go to the moped courtyard.

moped courtyard

We don't want our big ol' hog rumbling up Larry's driveway, do we? Better take the back way. DRIVE the Harley to Chateau de Blanchefort.



FIG. 3-1. TAKE THIS BACK ROUTE FROM THE CHATEAU DE BLANCHEFORT PARKING AREA TO LARRY'S HOUSE AGAIN.

chateau de blanchefort

- ❖ Walk up the right-hand path toward Chateau de Blanchefort.
- ❖ At the first plateau, follow the path's right fork down to Larry Chester's house.

Larry chester's HOUSE (Exterior)

- ❖ SNEAK to the side office window.
- ❖ Watch Larry exit the house and walk off down a nearby ravine. This opens a new path for Gabriel.
- ❖ Follow Larry down the ravine behind his house.



FIG. 3-2. WHERE'S LARRY GOING WITH THAT SHOVEL? FOLLOW HIM TO FIND OUT.

Behind Larry's House

- ❖ Gabriel automatically hides behind a small hillock and watches Larry bury his package in the ground. Note the spot where Larry digs.
- ❖ **After Larry leaves, use your shovel on the freshly dug spot to dig up the package.** Gabriel removes the black cover to find a manuscript, *Most Holy and Sacred Bloodline* by Larry Sinclair. Wow!
- ❖ In Inventory, LOOK at the manuscript. As Gabriel points out, Larry lied about the book's subject *and* his own name.



FIG. 3-3. DIG UP LARRY'S BLOODLINE MANUSCRIPT AND DUST IT FOR HIS FINGERPRINT.

- ❖ Use the fingerprint kit on the manuscript to get the kit interface.
- ❖ Lift Larry's fingerprint from the manuscript (it's directly over the letter "e" in "Bloodline").
- ❖ Follow the ravine back to Larry's house, then walk back to the Harley in the Chateau de Blanchefort parking area.

chateau de blanchefort (Parking)



FIG. 3-4. WHOA! THERE GOES A BLACK SEDAN. COULD IT BE THE KIDNAPPERS?

- ❖ When you DRIVE the bike, Gabriel sees a black sedan and tries to tail the car, but loses them.
- ❖ Travel to nearby L'Homme Mort.

L'Homme Mort

- ❖ Mosely's digging a hole! What's the big goof up to?
- ❖ CHAT with Mosely. This triggers quite a conversation.

Gabriel wonders where Mosely got his "theory." In any case, Mosely has nothing to show for it. But at least he didn't do "somethin' stupid" with Grace earlier this evening ... other than talk about Gabriel for three hours.



FIG. 3-5. DIGGIN' FOR TRUFFLES, MOSE?

- ❖ After Mosely leaves, return to the Harley.
- ❖ RIDE back to the moped courtyard.

Hotel (Upstairs Hall)

Time for bed, again. But brace yourself. Once you OPEN the door to Room 25, the time block ends with another one of Gabriel's wacky Schattenjäger dreams.



FIG. 3-6. REMEMBER THE REFERENCE TO "INCUBI" IN THE LINKS TO YOUR SIDNEY SEARCH ON VAMPIRES? IN GABRIEL'S DREAM, ONE OF THE LITTLE DEVILS SETS HIS SIGHTS ON GRACE. THEN, WELL ... ONE THING LEADS TO ANOTHER.



7am-10am

Good morning, Grace. How do you feel today? Any interesting dreams? This time block, Grace needs to locate copies of the Poussin and Teniers paintings that seem central to the local mystery. Plus, after last night, maybe a little hog ridin' would be in order (sounds like something Gabriel would say, doesn't it?).

Hotel

ROOM 25

- ❖ LOOK at Larry's manuscript on the desk. Grace will take a peek at the genealogy charts.
- ❖ PICK UP the keys to Gabriel's Harley from the coffee table.
- ❖ For fun, open Inventory and LOOK at the Harley key.
- ❖ While in Inventory, note that Grace has another new key. Hey, that's Mosely's room key!



FIG. 3-7. LOOK WHAT GRACE NOW HAS IN INVENTORY: MOSELY'S KEY. USE IT RIGHT AWAY.

UPSTAIRS HALL

- ❖ Use the glass on the door to Mosely's Room, number 33. Grace hears him sawing big logs.
- ❖ Use Mosely's room key on Mosely's door to open it.

MOSELY'S ROOM (ROOM 33)

You'll find something useful under the clothes pile in the middle of the room, but Grace won't touch it until she's searched elsewhere first.

- ❖ **SEARCH Mosely's mattress.** Nothing but underwear.
- ❖ **OPEN the armoire.** Empty.



FIG. 3-8. AFTER GRACE SEARCHES THE MATTRESS AND ARMOIRE, SHE CAN DIG INTO THE DISGUSTING CLOTHES PILE FOR MOSELY'S COORDINATE DEVICE.

- ❖ **MOVE the clothes pile.** Grace uncovers and picks up Mosely's coordinate device.
- ❖ In Inventory, **THINK** about the device. Grace wonders whether she can pinpoint locations in the valley using coordinates from **SIDNEY**. Remember the coordinates for the center of "Magdalen's crown?"
- ❖ Exit Mosely's room and go downstairs to the dining room.

DINING ROOM

- ❖ **CHAT** with Lady Howard and Estelle.
- ❖ Exit the hotel and go to the museum.

MUSEUM sauniere (Entry)

This is an important visit. Yesterday, Madeline's lecture at Poussin's Tomb focused on the possible importance of three paintings—one by Poussin, one by Teniers, and one lost painting of a pope. Guess what Grace finds in the museum entry?



FIG. 3-9. FOOD FOR SIDNEY! PICK UP ALL THREE POSTCARDS FROM THE TOP RACK—THE POUSSIN PAINTING, AND BOTH OF TENIERS' "ST. ANTHONY" PAINTINGS.

- ❖ **PICK UP** the postcards depicting Poussin's "Les Bergeres d'Arcadie" and the two David Teniers paintings, "The Temptation of St. Anthony" and "St. Anthony and St. Paul" from the top racks of the postcard display. Grace automatically pays the 10 francs for each of the three postcards.
- ❖ **TALK** to Madame Girard and ask about the envelope.
- ❖ **Exit** and go to the top of Tour Magdala.

Tour Magdala (Top)

- ❖ **CHAT** with Abbé Arnaud. He, uh, he saw two hawks this morning. Lot of birds around here. More birds than seem necessary in any rational scheme of things.

moped courtyard

Grace should look pretty good on a Harley, particularly with that strategic rip in her jeans. But first, let's snoop around the courtyard a bit.



FIG. 3-10. BORROW THAT PAIR OF BINOCULARS FROM THE BRITISH LADIES' MOPED.

- ❖ **PICK UP** the binoculars sitting on the back of Lady Howard and Estelle's moped.
- ❖ **DRIVE** Gabriel's Harley and travel to L'Ermitage. (Of course, you can do this only if you picked up Gabriel's keys in the hotel room.)

L'Ermitage

- ❖ Follow the path up to the site. As you approach the cave, note Grace's comment: "The exact center of the circle is right around here somewhere."
- ❖ **Enter the L'Ermitage cave.**
- ❖ **PICK UP the note taped to the cave wall.** Grace reads the odd note about the "bloodline of the Pharaohs." Note that it's written on hotel stationery.
- ❖ Exit the cave.



FIG. 3-11. GRACE FINDS THIS NOTE TAPED TO THE WALL OF THE CAVE AT L'ERMITAGE. WHO IS LEGENDARY FOR HIS WISDOM?

- ❖ Use Mosely's coordinate fixing device on Grace to get the device interface in the upper left corner. Now when Grace moves, the latitude and longitude numbers change, marking the exact coordinates of her location.
- ❖ Move Grace until the numbers on the interface match the "Center of circle (Magdalen's Crown)" coordinates you obtained from the map in SIDNEY which are now in Inventory. The spot isn't far from the mouth of the cave.



FIG. 3-12. USE MOSELY'S DEVICE TO FIND THE COORDINATES SIDNEY COMPUTED FOR THE EXACT CENTER OF THE "MAGDALEN'S CROWN" CIRCLE. THEN DIG AT THE SPOT.



That would be 2 degrees, 18' 47" longitude, and 42 degrees, 54' 56" latitude. When Grace steps on the exact spot, she marks it with an "X" in the dirt.

- ❖ Use the shovel on the X-marked spot. Grace digs for awhile, but gives up when nothing appears.
- ❖ THINK about the sign in front of the cave. Hey, St. Anthony was a hermit, wasn't he?
- ❖ THINK about the rock outcropping around the cave. Looks familiar to Grace.
- ❖ In Inventory, INSPECT the postcard of Teniers' "St. Anthony and St. Paul." Those rocks—aha!
- ❖ Use the postcard of Teniers' "St. Anthony and St. Paul" on the rock outcropping around the cave to get Grace to compare the two. So Teniers was painting the center of the circle!



FIG. 3-13. IF THE L'ERMITAGE CAVE IS THE ONE IN THE TENIERS PAINTING, THEN ST. PAUL IS POINTING NORTHEAST—TOWARD MOUNT CARDOU.

- ❖ Click on the rock outcropping and then select the icon of the finger pointing up. Grace notes that in the Teniers painting, St. Paul is pointing northeast—toward Mount Cardou.

- ❖ Return to the Harley and DRIVE back to the moped courtyard.

hotel

LOBBY

For fun, TALK to Jean and ask him about the treasure. Then head upstairs to Room 25.

ROOM 25

TYPE on the laptop computer to access SIDNEY.

SIDNEY

- ❖ Select ADD DATA and scan in the postcard of the Poussin painting. This creates a file called POUSSIN.
- ❖ Scan in the other two postcards—the two Teniers paintings—to get files named TENIERS_1 and TENIERS_2.

Before we analyze the paintings, remember the note you just found at L'Ermitage? “Look to he who is legendary for his wisdom to find the answer.” Who could be more legendary for wisdom than King Solomon?

- ❖ Do a SEARCH on SOLOMON. Ah, Solomon married a Pharaoh's daughter. Thus, the Pharaoh's bloodline went into the House of David. Note that “the Temple of Solomon has taken on mythical, symbolic overtones.”
- ❖ Note also that “the Freemasons have adopted the Temple as a keystone of their ritual, their philosophy, even the physical layout of their lodges.”
- ❖ Scroll down to see the Seal of Solomon, a six-pointed star or hexagram formed of two triangles (see Figure 3-14). Either CLICK on the link or SEARCH for the word SEAL.
- ❖ You can follow all Solomon hyperlinks now if you want. But we'll explore them further a little later in this walkthrough.

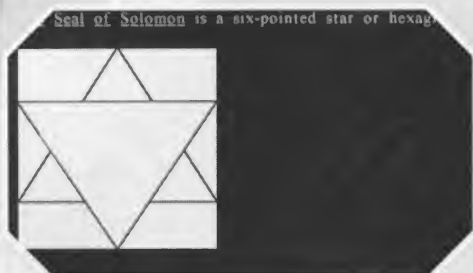


FIG. 3-14. YOUR SOLOMON SEARCH ON SIDNEY BRINGS UP THIS PICTURE OF THE KING'S SEAL—THE SIX-POINTED STAR AND HEXAGRAM.

OK, now let's take a crack at the Leo stanza of "Le Serpent Rouge." It speaks of the tomb of Poussin, then mentions "the sign that Teniers has given in his innocent recluse." Could that refer to St. Anthony in the Teniers painting set at L'Ermitage? And the final line of the Leo stanza wonders whether "there is a path between the two."

- ❖ Do a search on the subject SHEPHERDS and read up on the mythological Arcadia.
- ❖ Select **ANALYZE** and open the Poussin postcard file (named simply **POUSSIN**).
- ❖ Select **START ANALYSIS**. Sidney finds hidden geometry and decipherable words.
- ❖ Under **GRAPHIC**, select **ZOOM & CLARIFY** and then click **YES** to save off the "et in arcadia" phrase to file.
- ❖ Under **GRAPHIC**, select **VIEW GEOMETRY**. SIDNEY finds a pair of triangles that form a hexagram. Say, isn't that the Seal of Solomon we viewed earlier?



FIG. 3-15. LOOK FAMILIAR? SIDNEY FINDS A HEXAGRAM—THE SEAL OF SOLOMON—IN THE POUSSIN PAINTING.

- ❖ Open the file for the Teniers "The Temptation of St. Anthony" postcard, **TENIERS_1**.

- ❖ Select START ANALYSIS. SIDNEY finds no encoded references in this image.
- ❖ Open the file for the Teniers “St. Anthony and St. Paul” postcard, TENIERS_2.
- ❖ Select START ANALYSIS. This time, SIDNEY finds hidden geometry and decipherable words.
- ❖ Select VIEW GEOMETRY. SIDNEY finds the tilted square.



FIG. 3-16. THE TILTED SQUARE APPEARS AGAIN IN THE TENIERS PAINTING. BUT SIDNEY ALSO FINDS A BIBLE VERSE HEADING: II CHRONICLES 3—THE INSTRUCTIONS FOR BUILDING THE TEMPLE OF SOLOMON.



As Grace points out, we already have that on the map. But now we know this is clearly the Teniers painting Sauniere copied from the Louvre. What other clues can we find in the print?

- ❖ Select ZOOM & CLARIFY to enlarge the image and find the verse heading on St. Anthony's open bible.
- ❖ Click YES to retrieve the verse.

SIDNEY retrieves II Chronicles, verse 3 from the Internet. As Grace points out, it's the instructions for building the Temple of Solomon. This is an additional clue pointing to the temple as an integral part of the Rennes-le-Chateau mystery. Note also the Virgo passage: "I look to the book of the hermit for reassurance."

- ❖ Reread the Leo passage in "Le Serpent Rouge." Grace knows that the paintings represent L'Ermitage and Poussin's Tomb. Leo states: "Surely there is a path between the two." Oh, most surely.
- ❖ Open the MAP file again.

- ❖ Select ENTER POINTS and enter one point at the center of the circle (L'Ermitage) and the other at Poussin's Tomb to the northeast.
- ❖ Select START ANALYSIS. SIDNEY draws a line between the two points—a line that crosses the meridian at the same spot as does the “sunrise line,” the circle, and the top of the square!

Let's take another break. Too much computer work in one sitting can cause chronic erosion of the personality.

DINING ROOM

- ❖ CHAT with Mosely. Man, he is *so* suave.
- ❖ CHAT with Buchelli. Conspiracy and subterfuge? Hmm. He says it does not take a genius to make such a leap of intuition. Really?
- ❖ Go to the Harley and DRIVE to L'Homme Mort.

L'Homme Mort



FIG. 3-17. WELL, WELL. LOOK WHO'S DIGGING NOW. AND SHE'S NOT EVEN SWEATING!

- ❖ Follow the path to the site to find Madeline digging a hole.
- ❖ CHAT with Madeline.

Here's a great conversation. The gals do everything but hiss. Madeline seems awfully concerned about Mr. Mosely. Maybe we should go discuss it with him.

- ❖ Return to the parking lot.
- ❖ DRIVE the Harley back to Rennes-le-Chateau and head for the hotel.

hotel

DINING ROOM

- ❖ CHAT with Mosely. He seems really thrilled about the prospect of a talk with Madeline.
- ❖ Head upstairs to Room 25.

ROOM 25

Time for Grace to focus on the Virgo passage in “Le Serpent Rouge.” Start by searching the capitalized words in the text: “What strange mystery is concealed in the new TEMPLE OF SOLOMON built by the children of ST. VINCENT?”

- ❖ TYPE on the laptop to access the SIDNEY interface.
- ❖ Do a SEARCH on subject ST. VINCENT. Ah, so he was an expert on heresies. As Grace points out, the “children of St. Vincent” may be heretics—perhaps even the Cathars or Templars. Did they rebuild the temple?
- ❖ Do a SEARCH on subject TEMPLE OF SOLOMON.
- ❖ Click on the TEMPLE DIAGRAM link in the Temple of Solomon text. The diagram is not available now, but SIDNEY sends off an e-mail request for a copy of the Temple of Solomon floor plan.

Note the temple’s layout of 120 cubits by 30 cubits, a rectangle four times as long as it is wide. Note also the intense interest of many historical occult groups in rebuilding the temple. Again, even the Freemasons adopted the Temple of Solomon as a “keystone of their ritual.” You may recall that the Freemasons claim spiritual descendency from Hiram Abiff, the murdered architect of the Temple of Solomon.

Now take another peek at the Virgo passage. It says, “Sixteen form the center.” The SIDNEY map grid, like a chessboard, is 8 by 8. The two center rows would be 16 squares in a rectangle with a width four times its length (same as the

Temple of Solomon). But in which direction should the rows run? Virgo says, “I pray to St. Paul for direction and he answers with a simple gesture.”

Aha! In the Teniers painting, St. Paul gestures to the northeast, toward Mount Cardou.

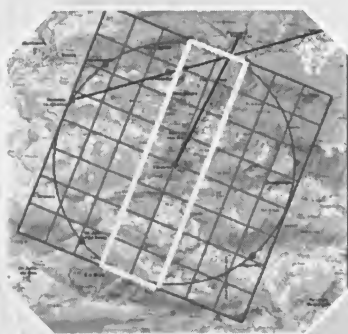


FIG. 3-18. PLOT THIS 8-BY-2 RECTANGLE BY ENTERING POINTS AT ITS CORNERS AND RUNNING A SIDNEY ANALYSIS.

- ❖ Select **ANALYZE** and open the **MAP** file.
- ❖ Select **ENTER POINTS** and enter four points to mark the corners of a 4-to-1 rectangle formed from the two center rows of the grid, running southwest to northeast (see Figure 3-18).
- ❖ Select **START ANALYSIS**. **SIDNEY** draws a rectangle that matches the shadow on Wilkes’s seismic map.

So much for Virgo. This data, plus that from Wilkes’s seismic surveys, seems to indicate that there’s a massive underground cavern of some sort lying underneath the valley. Something so big probably sits well below the surface. Could there be an entrance somewhere? As the *Libra* stanza says, “An entry into the abyss.”

Let’s turn to the *Libra* passage next. It speaks of “the number of our patron skytraveler and that of a famous seal.” Could the “skytraveler” be Ra, the sun, whose number we learned earlier is six? And the “famous seal” may be the Seal of Solomon, a six-point star.

- ❖ Do a **SEARCH** on subject **SOUL**. Grace determines that *Libra* clearly speaks of a hexagram.
- ❖ Click on the **HEXAGRAM** link and read the passage. It reminds you that the six-pointed star is also the Seal of Solomon. Had enough hexagram clues yet?
- ❖ Select **ANALYZE** and open the **MAP** file if it’s not already open.

- ❖ Under GRAPHIC, select USE SHAPE and choose—oh, I don't know, how about a hexagram? A hexagram appears on the map.
- ❖ Use the sizing options to fit the hexagram just inside the circle.

But it doesn't lock into place yet, does it? Looks like we need to rotate the hexagram—but how far? Check the Libra passage that reads: “At the intersection of the many I lay down one rigid arm and the others scatter around the crown like jewels.” Do you see a spot on the map that looks like “the intersection of many?”

- ❖ Rotate the hexagram so the tip of one point is at the intersection of the meridian, the sunrise line, and the Poussin Tomb/L'Ermitage line (see Figure 3-19). This locks the hexagram into place, and Grace jots down the coordinates of the northeast and southwest tips of the hexagram, both of which lie within the center rectangle (these coordinates are added to the note in Inventory).
- ❖ Exit SIDNEY.

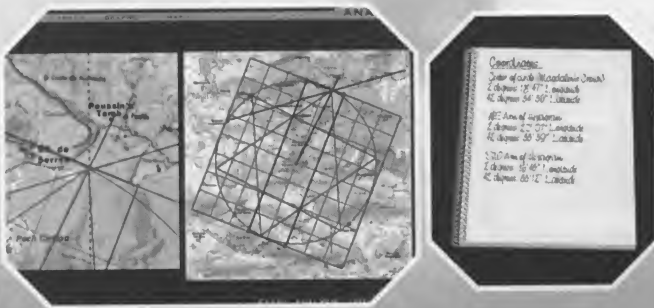


FIG. 3-19. PLACE, SIZE, AND ROTATE THE HEXAGRAM SHAPE TO THIS LOCATION. GRACE JOTS THE COORDINATES OF THE TWO ARMS THAT END WITHIN THE RECTANGLE.

If you've completed all the activities mentioned in this section, the 7am-10am time block ends when you exit SIDNEY.

10am-12pm

This time block opens with a brief conversation between Gabriel and Grace. Think they both feel a little uneasy? Then Mosely bursts in and zeroes in on the bloodline manuscript. Note his unusual reaction to the news that Larry “Chester” is actually Larry Sinclair. As Gabriel hustles out of the room, he accidentally slams into Mosely, who angrily follows him out.



FIG. 3-20. WHAT'S UP WITH MOSELY'S INTEREST IN LARRY SINCLAIR'S BLOODLINE MANUSCRIPT?

UPSTAIRS HALL

The game jumps into the middle of an exchange between Gabriel and Mosely ... and Mosely's none too happy, for good reason. Meanwhile, in the background, Jean and Roxanne enter Wilkes's Room, number 21. Let's find out why.

- ❖ After Mosely leaves, you can either ENTER Wilkes's Room (number 23) or OVERHEAR the conversation inside. For maximum points, do both. First, OVERHEAR at the door, then ENTER the room.



FIG. 3-21. GABRIEL CHECKS OUT THE COMMOTION IN WILKES'S ROOM. BUT JEAN IS IN COVER-UP MODE.

ROOM 23

Watch the scene. Roxanne seems worried about Wilkes, but Jean thinks she's just a bit overcautious. Gabriel ends up back in the hall.

STAFF SUPPLY CLOSET

- ❖ TALK to Roxanne.
- ❖ When you discuss Wilkes, you learn why she's upset: this morning, she found Wilkes's window open, and "things in his room are not right." As the conversation continues, Gabriel charms his way into Wilkes's room.



FIG. 3-22. TALK TO ROXANNE IN THE SUPPLY CLOSET. GABRIEL CONVINCES HER TO LET HIM INSPECT WILKES'S ROOM.

WILKES'S ROOM

- ❖ LOOK at the open window. It reminds Gabriel of his creepy dream. But he sees no signs of forced entry.
- ❖ Search the bedroom and bathroom.



FIG. 3-23. WILKES'S WINDOW IS OPEN. SPOOKY!

You won't find anything particularly suspicious, but Roxanne's observations are confirmed. The bed looks slept in, but Wilkes doesn't seem to have used his

toiletries this morning. Odd! If you want, you can report your findings to Roxanne in the supply closet, then continue your conversation with unhappy Mosely in his room.

MOSELY'S ROOM (ROOM 33)

- ❖ Knock to enter the room.
- ❖ TALK to Mosely about Grace.

Guys are great, aren't they? If something gets complicated, well, "just act like it never happened." Genius!

LOBBY

- ❖ TALK to Jean about Wilkes. He's sure Wilkes will be "popping it up at any time now."
- ❖ Go to the moped courtyard and RIDE the Harley to L'Homme Mort.

L'HOMME MORT

- ❖ Walk up the path to the site.
- ❖ **Find and LOOK at the big ol' Wilkes-size footprints near the back of the area.** Gabriel automatically follows the rear path to ...



FIG. 3-24. AFTER YOU DISCOVER THE FOOTPRINTS AT L'HOMME MORT, GABRIEL FINDS THAT THE SITE LIVES UP TO ITS NAME.

Behind L'Homme Mort (Dead Wilkes!)

Gabriel discovers why Wilkes is missing. The scene has a familiar look to it—throat gashed, body completely drained of blood. As Gabriel points out, just like the two dead Freemasons.

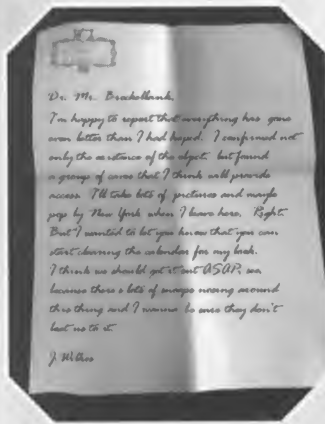


FIG. 3-25. GABRIEL FINDS THIS LETTER ON WILKES. WHAT "OBJECT" IS HE TALKING ABOUT? AND WHERE IS THIS GROUP OF CAVES HE THINKS MIGHT PROVIDE ACCESS?

- ❖ THINK on Wilkes's body, then SEARCH it. Gabriel finds a letter from Wilkes to his publisher.
- ❖ In Inventory, read the letter and THINK about it. Looks like Wilkes was getting close to something. The question is what.
- ❖ Find the pool of blood behind the big rocks near Wilkes's feet.
- ❖ LOOK at the pool of blood. Just like at the Armchair.
- ❖ LOOK at and THINK about the knee indentations by the blood pool.
- ❖ Follow the path back to the parking area and RIDE the Harley to Lady Howard and Estelle's site.

Lady Howard and Estelle's site

- ❖ Follow the path up to the site where Estelle digs and Lady Howard sits on her fat, uh, rock.
- ❖ Have a really, really pleasant CHAT with Lady Howard and Estelle.
- ❖ For fun, try to CHAT with them again.
- ❖ Return to the parking area.

- ❖ If you haven't already done so, use the notepad to take Lady Howard and Estelle's license plate number.
- ❖ RIDE the Harley to Poussin's Tomb.

poussin's tomb

- ❖ Walk Gabriel up the hill path to the right to find Emilio.
- ❖ TALK to Emilio. He's, uh, meditating. Yeah, that's it. Meditating!
- ❖ Take down Emilio's moped license plate number now if you haven't already done so.
- ❖ RIDE the Harley back to Rennes-le-Chateau and go back to the hotel.

hotel

UPSTAIRS HALL



FIG. 3-26. HEY MOSE! WERE YOU GONNA TALK TO GRACE WITH A BIG OLD NEWSPAPER IN YOUR LAP?

Try to OPEN the door to Room 25. Gabriel catches Mosely slinking out the door. After Mosely returns to his room, Madeline follows him in.

ROOM 25

Grace is in the shower, so Gabriel can get in a bit of computer work. TYPE on the laptop to access SIDNEY.

SIDNEY

- ❖ Select ADD DATA and scan in Larry Chester/Sinclair's fingerprint.
- ❖ Link the fingerprint file to Larry's suspect file.
- ❖ Exit SIDNEY, go to the moped courtyard, and DRIVE the Harley to Larry Chester's house.

Larry Chester's House

- ❖ **KNOCK on the door to enter.** Larry thinks he has nothing to say to you. But guess what? He does.
- ❖ **TALK to Larry about all possible topics.**

Larry claims his “cover” is blown. He’s also very, very annoyed that Gabriel has taken the bloodline manuscript and demands its immediate return. Then he speaks of “those who would take exception to the idea of Prince James being on the throne.” The natural follow-up question: *What throne?* But Gabriel can’t get an answer from the slippery Scot.



FIG. 3-27. WHAT'S ALL THIS ABOUT A THRONE? LARRY'S GOT A BIG SECRET, AND HE'S NOT TELLING.

During the course of the long conversation, Gabriel also learns that Montreaux is not a Freemason—at least, not Scottish Rite. Larry also admits there is some “opposition” to his manuscript, which is why he chose to work on it here. Again, he refers to Prince James as “clearly the best candidate.” But for what? Again, Larry won’t say.

Hotel

UPSTAIRS HALL

Here’s a fun little scene that could only be possible in a fully 3-D adventure game like Gabriel Knight 3. Get ready to move the camera after you try to enter Gabriel’s room.



FIG. 3-28. MADELINE HAS MOSELY'S NEWSPAPER, AND BUCHELLI SEEMS AWFULLY INTERESTED IN HER ACTIVITIES.



- ❖ Try to OPEN the door to Gabriel's room (Room 25). This triggers a scene in which Madeline exits Mosely's room. Interestingly enough, she carries that same bulky newspaper Mosely carried earlier.
- ❖ Move the camera after Madeline as she returns to her room. When she passes Room 21, watch Buchelli poke out his head and spy on her!
- ❖ OPEN the door to Room 25.

ROOM 25

OK, time to debrief. Grace is already updating SIDNEY files after ingesting the bloodline manuscript in her usual voracious way. Meanwhile, Gabriel has a few updates of his own to share.

- ❖ TALK to Grace about all topics.

You might want to start with the news about Wilkes, lest Gabriel seem too cavalier about such a gruesome murder. Grace tells Gabriel about the big hollow area revealed by Wilkes's seismic survey. Then Grace downloads her manuscript synopsis on Gabriel. Here's a transcript of some of her topic responses.



FIG. 3-29. THE 10AM-12PM TIME BLOCK ENDS WITH SOME GOOD OLD-FASHIONED EXPOSITION. GABRIEL TELLS GRACE ABOUT WILKES, AND SHE FILLS HIM IN ON THE AMAZING BLOODLINE MANUSCRIPT.

Bloodline

GRACE: The bloodline thing is *major*. The descendents of Jesus are called “Desposyni.” Their symbol is the unicorn. Supposedly, the horn represents the male phallic symbol and the unicorn itself represents the “fertile Jesus.”

GABRIEL: No wonder the Catholic Church had a conniption. But is there any way this bloodline thing could be legit?

GRACE: Well, there’s no reason why Jesus shouldn’t have married and had children, unless you believe that any kind of sex is a sin. And it’s the kind of thing the early church might have suppressed. If for no other reason than to make sure the bishops of the church had all the power and not the descendents.

GABRIEL: That explains how it might be possible, but it’s hardly proof.

GRACE: True, but if it’s all a myth, it’s a very old myth. The royal arms of Scotland show a Davidic lion of Judah, Desposynic Unicorn, and Jewish fleur-de-lis. So they’ve believed they were Desposyni from the Middle Ages, at least.

Freemasons

GRACE: The manuscript came right out and said that the original split between the Templars and the Priory of Sion was over the bloodline. The Priory wanted to support certain French families of Merovingian descent, while the Templars supported the emerging Stewart dynasty. I think it’s pretty clear that the Freemasons and the Priory are still fighting over the same issue.

Holy Grail

GRACE: The grail represents the bloodline and a kind of “noblesse oblige” duty to serve mankind. But also ... remember what you heard on the train? You heard

the kidnappers say “San Greal.” The manuscript says the words “Holy Grail” were actually a mistranslation. The original phrase wasn’t “San Greal” or “Holy Grail” but “sang real.” Blood royal, or royal blood! The Holy Grail is the bloodline, Gabriel, that’s what’s so creepy!

GABRIEL: Wow. I wonder if that’s what they were saying on the train. “It’s royal blood.” Kinda brings the whole vampire theory back onto the playin’ field, dunnit?

Prince James’s Men

GRACE: The manuscript did mention Prince James. It traced the various branches of the bloodline all the way down to the present day. It was obviously making the point that the Stewarts have the largest, purest amount of the blood. Prince James is mentioned as the current Stewart heir.

Throne

GRACE: The manuscript certainly went to great lengths about the pedigree of Prince James. I guess these royal families find that terribly relevant.

GABRIEL: What about rulership? Did it mention anything about a throne?

GRACE: Yeah, actually. It talked about the European Union a lot. How any system of government ideally has both a parliament and a monarchy. You don’t think they’re trying to ... no, no, no, no.

GABRIEL: Position the House of Stewart as monarchs over the EU? Yeah. I think that’s exactly what they’re tryin’ to do.

GRACE: God! No wonder Sinclair is hiding out here.

Unicorn

GRACE: You know all those medieval tapestries that show a unicorn in a garden or a unicorn being hunted? Supposedly they all represent the Desposyni being suppressed by the Church.

After all topics are exhausted, Gabriel hears a car pull into town. It’s Prince James! Worse, the bloodline manuscript seems to be missing! Somebody snatched it while Grace was in the shower. Who do you suppose it was? Could it be “our old squirmy friend from the NOPD?”

12pm-3pm

Hotel

Grace is close to completing the puzzle of “Le Serpent Rouge.” But she’s still four stanzas short of a full solution. So the focus of this early afternoon time block is to assemble the final pieces of the puzzle.

ROOM 25

OPEN the door into the hall ... and get ready to move the camera again.

UPSTAIRS HALL

The first time Grace steps into the hall, Buchelli slips out of Madeline’s room, number 29, with the fat newspaper tucked under his arm. What’s up? Maybe there’s a really good recipe in the cooking section today. Maybe we should *all* get newspapers and carry them under our arms in France.



FIG. 3-30. BUCHELLI SEEMS TO BE “BORROWING” MADELINE’S NEWSPAPER. YOU KNOW, THE ONE SHE “BORROWED” FROM MOSELY?

- ❖ Move the camera down the hall and watch Buchelli sneak from Madeline’s room, number 29, to his own room, number 21.
- ❖ Use the glass on Madeline’s room door. No one’s in there. So that makes Buchelli a snoop. Or maybe a thief.
- ❖ Use the glass on the door to Buchelli’s room, number 21. He’s in there flipping the pages of something. The sports section?
- ❖ Go back into Room 25.

ROOM 25

- ❖ TYPE on the laptop to fire up SIDNEY.

SIDNEY

Grace is ready to focus on the Scorpio stanza. The Templars did a lot of underground work in the region, using German workers. If you open “Le Serpent Rouge” in Inventory and THINK about the Scorpio stanza, Grace wonders whether the Templars were actually rebuilding the Temple of Solomon! The stanza speaks of the “divisions of the temple.” By now SIDNEY should have retrieved that Temple of Solomon diagram from Internet sources.

- ❖ Yep! Under EMAIL, open the new e-mail: “RE: TEMPLE OF SOLOMON.”
- ❖ Scroll down to view the Temple of Solomon layout.



FIG. 3-31. THIS E-MAIL FROM SIDNEY GIVES YOU THE LAYOUT OF THE TEMPLE OF SOLOMON. NOW YOU CAN PLOT THE TEMPLE WALLS ON THE MAP.

At one end of the temple is the Holy of Holies—30-by-30 cubits, or one-fourth of the temple’s length. The sanctuary is 30-by-60 cubits, forming the middle half of the temple’s length. The porch forms the other end of the temple, 30-by-30 cubits and one-fourth of the temple’s length. Maybe we should mark these horizontal divisions of the temple on our map by placing two lines across the temple width.

- ❖ Under FILES, open the MAP file.
- ❖ To mark off the Holy of Holies (northern quarter of the temple), select ENTER POINTS and place points at the two places where the third horizontal grid line from the north intersects the fourth and sixth vertical grid lines (see Figure 3-31).

- ❖ To mark off the porch and the sanctuary, place points at the two places where the seventh horizontal grid line from the north intersects the fourth and sixth vertical grid lines (see Figure 3-31).
- ❖ **Select START ANALYSIS.** SIDNEY draws the horizontal divisions, marking the walls of the temple.

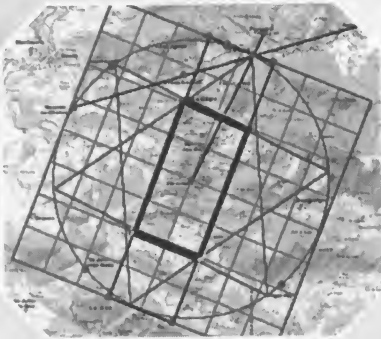


FIG. 3-32. PLOT THE TEMPLE WALLS BY ENTERING POINTS AT THE CORNERS OF THE CENTER RECTANGLE SHOWN HERE AND RUNNING A SIDNEY ANALYSIS.

Now that the temple walls are up, let's peek at the Scorpio stanza again. It says, "I had marked the Site at last—there, in the center of the most sacred space." Could this "most sacred space" be the Holy of Holies?

- ❖ **Select ENTER POINTS** and put a point on the grid line intersection at Pech Cardou to mark the center of the "Holy of Holies" square. (The grid lines mark this spot exactly.) This marks "the Site." And it's located on Mount Cardou!
- ❖ Grace automatically adds the coordinates for the Site to her list of coordinates in Inventory.
- ❖ Exit SIDNEY and go downstairs to the dining room.

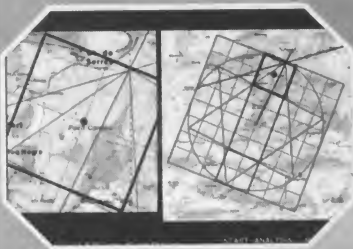


FIG. 3-33. ENTER A POINT ON THE GRID LINE INTERSECTION AT PECH CARDOU TO MARK "THE SITE" IN THE CENTER OF THE TEMPLE'S HOLY OF HOLIES. GRACE JOTS DOWN ITS COORDINATES IN INVENTORY.

DINING ROOM

- ❖ Listen to Lady Howard and Estelle talk about the Great Seed, Dr. Wen, and “that cache of Egyptian artifacts he found here in 1963.” The girls seem to be getting a bit desperate and testy.
- ❖ TALK to Lady Howard and Estelle. They simply *must* talk alone.
- ❖ For fun, try to CHAT with them again.
- ❖ For fun, try to TALK to Madeline, too.
- ❖ Go to the moped courtyard and RIDE the Harley.

valley roads (Overhead Map)

Aha! Three new locations have appeared in the valley—the southwest and northeast arms of the hexagram you plotted on SIDNEY’s map, and “the Site” you marked at Mount Cardou. Travel to the northeast arm of the hexagram first.

Northeast Arm Hexagram

(Back of Mount Cardou)

Uh-oh. Someone’s fenced off this whole area with barbed wire. Even with Mosely’s coordinate fixing device, Grace can’t reach the exact spot marking the northeast arm of the hexagram.



FIG. 3-34. SOMEONE HAS A SERIOUS PRIVACY PROBLEM BEHIND MOUNT CARDOU. BUT SOMEONE ELSE LEFT ANOTHER ODD NOTE FOR GRACE.

- ❖ **PICK UP** the paper stuck to the fence. Another odd note on hotel stationery! “Who were the Magi?” (Wait, I know—three guys on camels!) Who’s leaving these things?

- ❖ Move the camera away from the fence and past the Harley. You should be able to see the top of a reddish tower in the distance.
- ❖ LOOK at and THINK about the tower. Isn't that Chateau de Serres? Yes, it is.



FIG. 3-35. TAKE A LOOK AT THE TOWER OF CHATEAU DE SERRES (CIRCLED) IN THE DISTANCE. COULD IT BE ONE OF SCORPIO'S "ROOKS?"

Another look at the Scorpio stanza of "Le Serpent Rouge" reminds us that the Site is "guarded by the three knights towers, the ROOKS, on the circuit of the divine horseman of the abyss." Chateau de Serres, we know, was built upon old Templar ruins. Grace wonders whether it could be one of the three "rook" guardians. Could the other two be the tower at Blanchefort and Tour Magdala?

- ❖ Return to the Harley.
- ❖ RIDE it to the southwest arm of the hexagram.

southwest arm of hexagram (Near Le Bec)

Well, maybe Grace will have better luck finding the hexagram coordinates for the southwest arm tip. Remember that she wrote them down: 2 degrees 16' 45" longitude and 42 degrees 55' 12" latitude. Let's find that spot.

- ❖ Use Mosely's coordinate device on Grace to get the coordinate device interface in the upper left corner.
- ❖ Veer slightly left and head up the hill to the pile of rocks under the low overhang (see Figure 3-36).
- ❖ Note the red handkerchief near the pile of rocks. It looks neatly folded.
- ❖ PICK UP the red handkerchief. Didn't Wilkes have one like that?



FIG. 3-36. USE MOSELY'S COORDINATE DEVICE TO PINPOINT THE HEXAGRAM SOUTHWEST TIP COORDINATES UNDER THE ROCK PILE (CIRCLED) UP THE HILL. SEE THE RED HANDKERCHIEF NEAR THE PILE?

Apparently, Wilkes found this spot, too. Grace wonders whether that's why he was killed. If so, maybe she should be a tad more cautious about further exploration.

- ❖ LOOK at the pile of rocks. Grace finds it "a wee bit artificial looking." In fact, if you get close enough, you can see a cavelike opening behind the rocks.
- ❖ Use your shovel on the rocks. Grace pries away a few small boulders and finds a cave entrance.



FIG. 3-37. PRY AWAY A FEW ROCKS WITH YOUR SHOVEL TO FIND A CAVE ENTRANCE.

- ❖ LOOK at the cave entrance. Hard to see how far it goes.
- ❖ If you try to EXIT into the cave, Grace wisely decides to wait for Gabriel.
- ❖ **Find and PICK UP the note taped on the left-side wall of the cave entrance.** It's half hidden behind a rock, so look carefully.
- ❖ Read the note. "Where was OSIRIS when the star shone over Bethlehem?" Again, written on L'Hotel de Rennes-le-Chateau stationery.
- ❖ In Inventory, THINK about the note. Who could know exactly where Grace is going?
- ❖ Exit the area to return to the Harley, then DRIVE to Rennes-le-Bains.



FIG. 3-38. DON'T MISS THIS IMPORTANT NOTE TAPED TO THE LEFT WALL OF THE CAVE ENTRANCE.

rennes-le-bains (San Gréal Tavern)

- ❖ For fun, LOOK at Mosely's moped.
- ❖ Enter the tavern.
- ❖ For fun, LOOK at Mosely and Gabriel.
- ❖ CHAT with Mosely and Gabriel. The boys seem to be well into their cups. Nothing to learn here.
- ❖ Exit the tavern and RIDE the Harley to "the Site."

blanchefort and cardou parking lot

Riding to the Site actually puts you in the Chateau de Blanchefort parking lot. But now you can cross the road and go up the path to Mount Cardou—or, as the sign says in French, *Pech Cardou*. When you try to cross the footbridge over the small stream, Grace admits "this is *really* nerve-racking."



FIG. 3-39. FOLLOW THIS PATH ACROSS THE STREAM AND UP TO MOUNT CARDOU.

mount cardou: "the site"

Let's not lollygag. Grace has the coordinates she needs: 2 degrees 19' 39" longitude, 42 degrees 56' 06" latitude. Go find the spot.

- ❖ Use Mosely's coordinate fixing device on Grace to get the device interface in the corner.
- ❖ Walk Grace near the rocks on the right. When she finds the spot, she marks it with an X.
- ❖ THINK about the X-marked spot.

As Grace points out, it's the exact center of the Holy of Holies in the Temple of Solomon. No doubt the temple is far below the surface, however—farther than Grace can dig, anyway. But it's always best to give it the old college try.

- ❖ Use the shovel on the X-marked spot to try digging. Grace discovers that the mountain is solid rock. If the treasure is here, it's *way* underground.
- ❖ **PICK UP the note tacked to the nearby tree.** You can't miss it, really. Grace reads the verse and concludes that it's talking about the vampires.
- ❖ Go back down to the parking lot, then cross the road and climb up to the Chateau de Blanchefort ruins.



FIG. 3-40. AND GRACE FINDS YET ANOTHER NOTE AT MOUNT CARDOU. THE VINE, SACRED WINE—DO THESE TOPICS REMIND YOU OF ANYBODY YOU'VE MET?

chateau de blanchefort ruins

- ❖ In Inventory, use the binoculars to get the binocular interface.
- ❖ Center the binocular view on the bright orange rock just to the right of Mount Cardou.

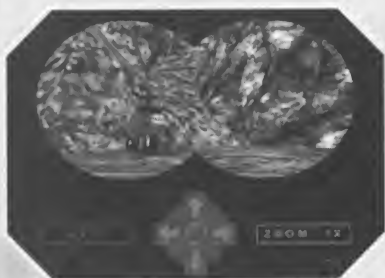


FIG. 3-41. THE BINOCULARS VIEW FROM THE CHATEAU RUINS REVEALS BUCHELLI'S MOPED AT THE BIG ORANGE ROCK. NOW GO CHECK IT OUT.

- ❖ Click on **ZOOM 50X**. You should zoom in to see Buchelli's moped parked across the road near a path. Now the orange rock becomes an active hot spot on the valley road map.
- ❖ Return to the Harley and **DRIVE** it to the orange rock.

orange rock

Hey, Buchelli's gone already! What was he doing here? Time to explore.

- ❖ Walk Grace around the orange rock to find the freshly dug dirt.
- ❖ Use the shovel to dig up Larry Sinclair's manuscript.
- ❖ In Inventory, use the fingerprint kit to lift prints off the manuscript's wonderful plastic report cover. You should find three separate prints—they appear in Inventory as Manuscript #1, Manuscript #2, and Manuscript #3.
- ❖ Go back to the Harley and **DRIVE** to Lady Howard and Estelle's site.



FIG. 3-42. WALK GRACE AROUND THAT BIG ORANGE ROCK TO FIND THE LATEST BURIAL PLOT FOR LARRY'S MANUSCRIPT. DUST IT TO FIND THREE SEPARATE FINGERPRINTS.



Lady Howard and Estelle's site

- ❖ Follow the path up to the site.
- ❖ TALK to Lady Howard and Estelle about the treasure.
- ❖ Return to the Harley, DRIVE it back to the moped courtyard, and then go up to the top of Tour Magdala.

Tour Magdala

- ❖ Look who's here! Have Grace CHAT with Madeline. Think they'll be room-mates soon?
- ❖ For one of the best lines in the game, try to CHAT with Madeline again: "I'd rather groom rats."
- ❖ Head for the hotel lobby.

Hotel

LOBBY



FIG. 3-43. PRINCE JAMES, RESIDENT DESPOSYNI, IS LOOKING FOR GABRIEL.

- ❖ The first time Grace enters the lobby after picking up the clue note at the Site, she finds Prince James at the front desk, asking for Gabriel. After talking to Jean, the prince greets Grace.
- ❖ Emilio is now in the lobby also. CHAT with Emilio after the prince leaves. He's been here and there, twice.
- ❖ Go upstairs to Room 25.

ROOM 25

- ❖ TYPE on the laptop to access SIDNEY.

SIDNEY

First, let's do a quick search on the topic words in all these notes Grace keeps finding.

- ❖ Do a search on MAGI. Members of a Secret Brotherhood? Or just three bearded guys following a star? Inquiring minds want to know. Note that the Magi “appear to verify his [Jesus Christ’s] divinity by means of the astrological signs and omens.”
- ❖ Do a search on OSIRIS. Also known as Orion, this constellation aligns with certain planets every 2,000 years to form a bright conjunction—such as the “Star of Bethlehem” heralding the birth of Jesus.
- ❖ Do a search on BLOODLINE. You learn that the bloodline of Egyptian pharaohs was manipulated by genetic cross-matching in an attempt to create a “living Osiris, a God on earth.” Note also that the manipulators, a sect of priests, used astrological progressions and “a form of chemical testing” to determine proper marriages. Beginning to see a pattern here?
- ❖ Select ADD DATA and scan in the first fingerprint from the bloodline manuscript to create a file, BLD1_PRNT.
- ❖ Scan in the other two manuscript fingerprints to get files BLD2_PRNT and BLD3_PRNT.
- ❖ Under SUSPECTS, open the BLD1_PRNT file and run a MATCH ANALYSIS. Buchelli. The sneak.
- ❖ Repeat the match analysis for the other two new prints to learn that Madeline and Mosely had their grubby hands on the manuscript, too. What’s up with this threesome?



FIG. 3-44. RUN A MATCH ANALYSIS ON FINGERPRINTS TO LEARN THAT MOSELY, MADELINE, AND BUCHELLI ALL FONDLED LARRY'S MANUSCRIPT.

Now it's time to take a crack at the Ophiuchus stanza of "Le Serpent Rouge." First, focus on the Latin inscription mentioned in the stanza: "Et In Arcadia Ego _ _ _." Apparently, it's missing a three-letter word. Seen any three-letter Latin words lately?

Hey, isn't "Sum" a Latin word?

- ❖ Select ADD DATA and scan in the "Sum" note Grace sketched in her notepad from Emilio's doodle in the dirt at Poussin's Tomb. (If you don't have the note, you can go back to Poussin's Tomb and get it.) You get a file called SUM_NOTE.
- ❖ Select TRANSLATE and open the SUM_NOTE file.
- ❖ Set translation from LATIN to ENGLISH, then click on TRANSLATE NOW to learn that *sum* translates to "I am."

Aha. Remember how the Ophiuchus stanza says, "Through some selfish inspiration I found the missing three." What could be more selfish than the phrase, "I am." Looks like you can plug "SUM" into the three blanks at the end of "Et In Arcadia Ego." Here's how:

- ❖ While still in the TRANSLATE folder, open the ARCAD_TXT file.
- ❖ Set translation from LATIN to ENGLISH, then click on TRANSLATE NOW. SIDNEY detects an incomplete sentence and asks whether you want to add text.
- ❖ Select YES, then type in "SUM" and press [[Enter]]. Now SIDNEY translates the complete phrase: "I am also (even) in Arcadia." SIDNEY also adds "Sum" to "Et In Arcadia Ego" in the ARCAD_TXT file.

But what does the completed phrase mean? Where is Arcadia? Or is it some sort of code? Maybe SIDNEY has some ideas.

- ❖ Select ANALYZE and open the ARCAD_TXT file.
- ❖ Select START ANALYSIS. SIDNEY suggests that the text may be or may contain anagrams.
- ❖ Under TEXT, select ANAGRAM PARSER.

Awesome SIDNEY quickly cranks out a long list of Latin words (in alphabetical order, with English translations) that can be formed from the letters of the phrase in question. It may seem daunting at first, but remember: once you pick a word, the number of choices (based on the remaining letters) shrinks significantly. Not only that, but you happen to hold a strategy guide in your hands, too. Read on!

What should Grace pick first? The words came from the Poussin painting. Maybe we should inspect the work for clues.



FIG. 3-45. THE SHEPHERDS SEEM TO BE TOUCHING THE TOMB IN THE POUSSIN PAINTING. THIS IS A CLUE TO SOLVING THE "ET IN ARCADIA EGO SUM" ANAGRAM.

- ❖ Open Inventory and INSPECT "Les Bergères d'Arcadie" and take a good long look. What are all those shepherds doing? What's the central image?
- ❖ Yes, the shepherds are awfully interested in that tomb. **Select ARCAM (TOMB) from the list of Latin words in the anagram parser.**
- ❖ In the Poussin painting, two of the shepherds seem to be actually touching the tomb. **Select TANGO (I TOUCH) from the list.**
- ❖ **Select DEI (GOD) from the list.** Might as well go with the Big Guy, seeing as how religion dwells at the heart of the mystery.

SIDNEY automatically conducts a search for a Latin word match using the remaining four letters ... and completes the phrase with IESU. Are you ready for this? You get ARCAM TANGO DEI, IESU. Translation: "I touch the tomb of God, Jesus."

Holy multiple cows! Grace now has the Ophiuchus stanza decoded. The "window of the ruined house" is Blanchefort, and the "presence" is the Site at Mount Cardou. And what is buried there in the Holy of Holies? The stanza practically shouts, "HE IS THERE DEAD." Who is he? Could it indeed be "the tomb of God, Jesus?"

Time to work on the disturbing Sagittarius stanza. It states that "the worst is yet to come" and speaks of "the enormous red serpent mentioned in the documents." The huge beast lies at the "foot of the white mountain" and can be seen when you "turn north."

- ❖ If you open Inventory to INSPECT “Le Serpent Rouge” and THINK about the Sagittarius stanza, Grace suggests it must refer to some landmark feature to the north of the Site on Mount Cardou. Maybe we can find it on the map.
- ❖ But before you exit “Le Serpent Rouge,” turn to its title page and note the red serpent sketched under the title. Do you think its shape has any significance?
- ❖ Select ANALYZE and open the MAP file.
- ❖ Focus the zoomed-in (left side) map on the area north of Pech Cardou. See that deep ravine that winds up from Chateau de Serres to Peyrolles? Note how it resembles the shape of the serpent sketched on “Le Serpent Rouge.”
- ❖ Select ENTER POINTS.



FIG. 3-46. PLOT THE “RED SERPENT” BY ENTERING POINTS ON THE MAP FROM CHATEAU DE SERRES UP TO PEYROLLES, ROUGHLY FOLLOWING THE CURVE OF THE SNAKE FIGURE IN “LE SERPENT ROUGE.”

- ❖ Enter a point at the “serpent’s head,” near Peyrolles.
- ❖ Enter a point at the “serpent’s tail,” near Chateau de Serres.
- ❖ Enter a few points along the ravine between head and tail.
- ❖ Select START ANALYSIS. SIDNEY draws the “serpent” based on the landmark feature. What could it mean? As Grace notes, it must point to something. And its tail wraps around Chateau de Serres.
- ❖ Exit SIDNEY.

ROOM 25

When you exit SIDNEY after plotting the red serpent on the map, 12pm-3pm winds to a close. Grace rereads the final stanza of the puzzle, Capricorn. Then Mosely stumbles in and announces that Gabriel is “holding a meeting in the dining room.”

3pm-6pm

Gabriel wants some answers. So he's gathered three of the sneaking, lying suspects—Buchelli, Madeline, and Mosely—in the hotel dining room for a little heart to heart. And he finally asks the question we've all been dying to ask: "I wanna know what's goin' on and I wanna know *now*."

Hotel

DINING ROOM



FIG. 3-47. GABRIEL DECIDES TO USE THE AGATHA CHRISTIE METHOD—GATHER SUSPECTS AROUND A DINING ROOM TABLE, HOOK THEM, THEN SLOWLY REEL THEM IN.
(THE DENOUEMENT—AFFECTIONATELY REFERRED TO AS THE DONUT SCENE.)

- ❖ When Gabriel accuses someone of taking the bloodline manuscript from his room, select **MOSELY**.
- ❖ When Gabriel accuses someone of stealing the manuscript from the first thief, select **MADELINE BUTHANE**.
- ❖ When Gabriel accuses someone of stealing the manuscript from the second thief, select **VITTORIO BUCHELLI**.
- ❖ When Grace announces that the third thief disposed of the manuscript, select **BURYING IT**.

This is a fun little scene, isn't it? Buchelli gets hot under his non-Roman collar about the accusations, but Grace slaps down the protest with the news that "every one of you left prints." *Santa cielo!* Mosely comes clean, but claims he didn't do it for personal gain because he's, uh, he's CIA (and proud of it). Gabriel then exposes Madeline as French Internal Secret Service and Father Buchelli as a Vatican agent. Finally, he reveals his own involvement in the case.

Note that both Buchelli and Madeline seem genuinely shocked at the news of the kidnapping. Buchelli explains that the Vatican fears fabrication and the planting of false material in the region. Madeline, however, believes that something is indeed buried near Rennes-le-Chateau—something that could undermine “the long-term stability of the present French government.” She’s also worried about the smuggling of excavated objects from France and reveals that “several parties have applied for permits” to dig in the area.

Mosely explains his “audition” for the CIA and admits that the CIA got certain intelligence tips by infiltrating the French computer system. Aren’t countries great? We need more of them, really. The session ends with a little shameless flirting as Madeline tries to put the soft squeeze on Gabriel.

ROOM 25

OK, things are getting complicated. And in more ways than one. Yes, Madeline is there for Gabriel’s taking. On the other hand, have Gabriel LOOK at Grace after he enters the room. Feelings! I tell you, they can really muck up a simple situation.

- ❖ LOOK at Grace on the sofa.
- ❖ TALK to Grace about the case.

Gabriel doubts that any of the current suspects, including the Abbé and his Priory, could be involved in the kidnapping. Emilio’s an odd one—“always sneakin’ around”—and Lady Howard and Estelle are obviously hiding something, too. But they seem somewhat unlikely suspects. Grace reveals how she’s deciphered “Le Serpent Rouge” and mentions the serpent’s tail “wrapping right around Chateau de Serres.” Gabriel agrees that Montreaux seems the best suspect at the moment.

- ❖ Try to discuss their relationship by selecting the “Gabriel and Grace” topic. Oops. Gabe’s not ready yet.
- ❖ Discuss Grace’s SIDNEY research. Grace mentions the underground cave entrance.
- ❖ Exit the hotel and go to Villa Bethania (the big house on the left on the way to Tour Magdala).



FIG. 3-48. VILLA BETHANIA IS SAUNIERE'S OLD RESIDENCE. PRINCE JAMES IS STAYING HERE DURING HIS RENNES-LE-CHATEAU VISIT.

villa bethania

- ❖ **KNOCK** on the front door to meet with Prince James, his servant Mesmi, and Larry Sinclair.
- ❖ **TALK to Prince James and discuss all topics.** (Actually, the only topics strictly required to complete the game are Manuscript, Negotiations, and Priory Treasure.)



FIG. 3-49. GABRIEL LEARNS A LOT—BUT STILL NOT QUITE ENOUGH—from his conversation with the Prince at Villa Bethania.

Boy, that Mesmi's a big slice of bread, isn't he? Prince James admits that he takes his bloodline heritage very seriously, but he's willing to give up his "claim" forever in exchange for the safe return of his son. Unfortunately, he's received no contact from the kidnappers. What if the "night visitors" are the perpetrators? What could they want with his boy? The thought chills his royal blood.

When asked about the mysterious "negotiations" between the Freemasons and the Priory, James speaks of "certain wisdom and property that's shared." Again, without being specific, he speaks of "dispersed treasures" sacred to the descendents of Moses and admits seeking excavation rights in the area.

When Gabriel asks about the Priory's demands, James says, "The Priory controls the treasure the Templars could not take with them to Scotland because it was embedded in the very landscape." So the treasure of Rennes-le-Chateau is immovable. Could it be the vast underground temple Grace has been discovering?

Finally, Gabriel asks the Prince about the viticulture motif. James points out that the grapevine, in some circles, represents the Desposyni—the House of David. He says, “You have heard Jesus called ‘the fruit of David,’ I assume?” When Mesmi asks where Gabriel’s seen such a motif, Gabe keeps his cards close to the vest. Hey, turnabout is fair play, right? And that’s enough clichés for one paragraph.

Tour Magdala

- ❖ Go to the top of the tower.
- ❖ For fun, LOOK at the Abbé.
- ❖ TALK to the Abbé.



FIG. 3-50. THE ABBÉ DENIES ANY INVOLVEMENT BY THE PRIORY IN THE INFANT’S KIDNAPPING. HE ALSO ADMITS THAT THE ORDER HAS NO IDEA WHERE TO FIND ITS OWN DAMN TREASURE.

Do you get the feeling that Gabriel enjoys toying with the good Abbé? Arnaud denies any involvement in the kidnapping and warns Gabriel, “Whatever you hear from Prince James, remember, it is *their* side of the story.” Naturally, he won’t divulge what the Priory wished to excavate in the area. However, he does admit that the Priory has been “working for centuries to get the bloodline on the throne of France”—the central political conflict is between the Scot House of Stewart and the Hapsburg-Lorraine family of France.

Finally, Gabriel learns a critical bit of information. The Priory doesn’t know where its “treasure” is! Records of its location were lost during the French Revolution, then discovered by Sauniere, who Arnaud calls “a greedy bastard ... tormented by the Great Secret.” Sauniere sold fragments of documents over the years, enriching himself but frustrating those who would seek the treasure themselves.

Thus Gabriel comprehends the irony: because Sauniere died without revealing all he knew, the Priory has leaked what information has existed over the years, hoping somebody else might solve the mystery!

lady howard and estelle's site



FIG. 3-51. SEE ESTELLE'S WATER BOTTLE IN THE MOPED SIDECAR? DUST IT FOR PRINTS.

- ❖ Find Estelle's water bottle in the moped sidecar.
- ❖ Use the fingerprint kit to lift Estelle's print off the water bottle.
- ❖ Follow the path to the site. Estelle still digs while Lady Howard naps.
- ❖ For fun, LOOK at Lady Howard and try to CHAT with her.
- ❖ CHAT with Estelle. Her loyalty is touching.
- ❖ DRIVE back to the moped courtyard.

hotel room 25

- ❖ TYPE on the laptop to access SIDNEY.
- ❖ Scan in Estelle's fingerprint and link it to her suspect file.
- ❖ Go back to the moped courtyard and DRIVE the Harley to Chateau de Serres.

chateau de serres

COURTYARD

Hey, the gate's closed! Hmmm. They must have run low on the '78 Merlot. Time to be bold.



FIG. 3-52. CLIMB THE FRONT GATE TO GET INTO THE ESTATE AND EVENTUALLY MEET MONTREUX.

- ❖ **CLIMB** the gate.
- ❖ Watch the automatic scene as the pasty Marceau meets Gabriel in the courtyard, then retrieves his boss, Excelsior Montreaux. After some good old-fashioned lying, Gabriel convinces Montreaux to escort him down to the wine cellar.

WINE CELLAR

Watch the eerie scene as Gabriel blathers on about the “royalty” of the Merlot, shatters the wine bottle, and cuts his hand. The blood seems to darken Montreaux, who begins to gaze longingly at Gabe’s neck. Gabriel wisely beats a swift retreat.



FIG. 3-53. MONTREUX’S WINE IS PRINCELY, BUT IT TASTES EVEN BETTER SPIKED WITH GABRIEL’S HEMOGLOBIN.

COURTYARD

- ❖ After the cellar scene, Gabriel emerges from the front door. **LOOK** at the garage across the courtyard.
- ❖ **OPEN** the garage door to enter.



FIG. 3-54. CHECK OUT THE CHATEAU GARAGE TO TRIGGER THE ARRIVAL OF SOME VAGUELY FAMILIAR FACES.

GARAGE

Man, it's dark in here. Say, do you hear something up on the ceiling?

- ❖ Turn on the garage light switch.
- ❖ **INSPECT the ceiling. Bats!**
- ❖ Gabriel automatically hustles out of the garage.

COURTYARD

Gabriel's garage fiasco triggers the automatic scene that ends the 3pm-6pm time block. He emerges from the bat trap to find bigger, more vicious bloodsuckers in the courtyard—the “night visitors” from the train! They seem pretty friendly with Marceau, too. When they spot Gabe, the chase is on!



FIG. 3-55. VAMPIRES! BETTER RIDE LIKE A BAT OUT OF HELL, GABRIEL.

6pm-9pm

It's 6pm. Where the heck is Gabriel? Grace, understandably, is worried. Maybe we should ask around about him. But first, do a quick **SIDNEY** check. Maybe Gabriel scanned in some new fingerprints.

Hotel

ROOM 25

- ❖ TYPE on the laptop to access SIDNEY.

SIDNEY

- ❖ Under EMAIL, open the new email message, RE: HERMETICAL SYMBOLS. Uh-oh. Looks like Montreaux and his pals are into some weird blood thing—mixing and distilling blood to create the “elixir of life.”



FIG. 3-56. BLOOD CULT! WAIT. DIDN'T GABRIEL JUST GO TO VISIT THIS GUY?

- ❖ Select SUSPECTS and open the file with the print scanned from the “Le Serpent Rouge” envelope, LSR_PRNT. Maybe we’ve got a match by now.
- ❖ Run a MATCH ANALYSIS on LSR_PRNT to learn that it belongs to Estelle. *She’s* the one who delivered “Le Serpent Rouge” to the museum?
- ❖ Exit SIDNEY and go downstairs to the dining room.

DINING ROOM

- ❖ For fun, LOOK at the three diners.
- ❖ CHAT with Mosely, Buthane, and Buchelli (they’re eating together). Buchelli calls it “an ecumenical conference of spies”—Vatican humor at its best. Nobody has seen Gabriel, though.

note

IF GABRIEL DIDN'T PICK UP OR SCAN IN ESTELLE'S FINGERPRINT FROM HER WATER BOTTLE IN THE 3PM-6PM TIME BLOCK, GRACE SHOULD GO TO THE MOPED COURTYARD AND GET IT NOW. (THE WATER BOTTLE IS IN THE MOPED SIDECAR.)

LOBBY

- ❖ TALK to Simone and ask her about Gabriel. Nope, hasn't seen him.
- ❖ Talk to Estelle. Ask about "Le Serpent Rouge" first. Wow. Estelle really doesn't know what on earth Grace is talking about. But ... wasn't her fingerprint on the manila envelope taped to the museum?
- ❖ Ask about Egyptian artifacts. This takes you up to Estelle's room.

ROOM 31

Estelle shows Grace some photos of objects discovered by Dr. Wen 20 years ago—objects that convinced him “the Rennes Mystery was deeply tied to Egyptology.” Wen believes a “Seed of alien wisdom” was buried here, similar to one planted in ancient Egypt, with its placement based on “cosmic alien logic.”



FIG. 3-57. ESTELLE EXPLAINS THE WACKY THEORIES OF DR. WEN AND TRADES THIS PHOTO OF AN ODD EGYPTIAN ARTIFACT FOR GRACE'S COPY OF “LE SERPENT ROUGE.”

Wait, it gets weirder. Estelle says Wen found the artifacts in a cave on the back of Mount Cardou ... a cave he considered a “storage cave of the Atlanteans.” Got it? The scene ends with Grace exchanging her copy of “Le Serpent Rouge” (which she needs no longer) for one of the artifact photographs.

UPSTAIRS HALL



FIG. 3-58. AS GRACE LEAVES ESTELLE'S ROOM, EMILIO HEADS DOWNSTAIRS. WHERE'S HE GOING? FOLLOW HIM. IF YOU DIDN'T SEE HIM, CHECK THE CEMETERY. HE MAY ALREADY BE THERE.

note

GRACE GETS THE OPTIMAL RESPONSE FROM ESTELLE ONLY IF YOU COMPLETED TWO TASKS EARLIER TODAY—EAVESDROPPING ON LADY HOWARD AND ESTELLE'S DINING ROOM DISCUSSION OF “EGYPTIAN ARTIFACTS” DURING THE 12PM-3PM TIME BLOCK, AND MATCHING THE LSR_PRNT FINGERPRINT FILE WITH ESTELLE'S PRINT.

- ❖ Either before or after you chat with Estelle in her room, you see Emilio leave for the cemetery. (If you don't see him, don't worry. He may have already left for the cemetery.)
- ❖ Follow Emilio all the way to the churchyard cemetery.

churchyard cemetery

Grace automatically hides behind the big tomb to eavesdrop on Emilio and Mesmi's meeting. Mesmi bows low before Emilio, then says "the reverence is not for you." Mesmi's pretty miffed that Emilio is anywhere *near* this place. But Emilio assures him "they" do not know he's here.



FIG. 3-59. EMILIO MEETS MESMI IN THE CEMETERY. EAVESDROP ON THEIR JAW-DROPPING CONVERSATION.

Emilio asks a curious question: "Has there been any confirmation that he's the Kenosh Kania?" Mesmi says it doesn't matter, "they will take his blood anyway." They speak of Gabriel's family and Emilio adds, "He has his own destiny to fulfill in all of this." When Mesmi exclaims it may be too late, Emilio replies, "Not until midnight. I have tried to prepare them as best I could, but it is almost cruel to send him in." And then he adds this chilling note: "The forces arrayed below will be terrible."

What is going on? Sounds like Grace had better waste no time in finding out.

UPSTAIRS HALL

- ❖ **KNOCK** on the door to Emilio's room, number 27. It's time to talk, pal.

EMILIO'S ROOM (ROOM 27)

So Emilio's the note guy! Of course! Now you know why he traded rooms with Lady Howard. He's kept close tabs on our two heroes, getting places a step ahead of Grace to plant clues. Emilio admits that Mesmi is with the Secret Brotherhood (aka the Magi), but he himself has not been for some time. He also affirms that Montreaux is one of the blood stealers. "They call themselves Adepts of the Holy Blood," he says. "But they are vampires, pure and simple."



FIG. 3-60. EMILIO'S STORY WILL KNOCK YOUR SANDALS OFF.

Here's the exact transcript of Emilio's remarkable story:

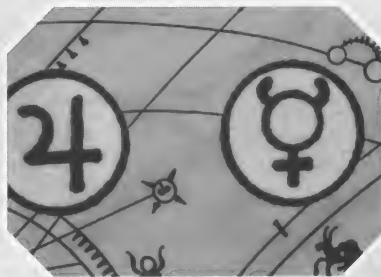
EMILIO: The Secret Brotherhood are the weavers of the bloodline. It is a process intricately linked to the stars. The birth of the Divine One—the one the Brotherhood calls the Kenosh Kania—can only happen during certain planetary alignments with the constellation Osiris. Just over 2,000 years ago was the last such configuration.



The Brotherhood was expecting something profound. They tried frantically to read the signs and omens. There were many branches of the bloodline, even back then. One was the House of David, and it was to this branch that the signs pointed. So the Brotherhood used their influence, and a bit of magic, to convince the current heir, Joseph, to marry his betrothed before the date prescribed by Jewish tradition.

note

BUT IF EMILIO PUT "LE SERPENT ROUGE" ON THE MUSEUM DOOR, HOW DID ESTELLE'S FINGERPRINT END UP ON THE ENVELOPE? THINK BACK TO THE 2PM-5PM TIME BLOCK OF DAY 2. REMEMBER HOW GABRIEL SAW EMILIO AND ESTELLE COLLIDE IN THE LOBBY? THE LADY HELPED EMILIO PICK UP STUFF HE DROPPED—INCLUDING THE ENVELOPE.



Mary conceived. The signs for the birth were auspicious—a conjunction of two planets, Jupiter and Mercury. This created a star, a certain sign of success. But the Jewish king, Herod, heard of the birth of a Davidic heir and threatened the infant's life. The Brotherhood took the family to Egypt. The young god was reared there—tutored in the ways of the infinite.



GRACE: So Jesus was the Kenosh Kania?

EMILIO: Oh, yes. He is what we had awaited—the open portal between man and the infinite. The one who could see the fabric of the universe and alter it at will. But he was also a Jew. Jesus insisted on studying the Torah, learning his heritage. As he read the tales, he

became convinced that he was the Jewish Messiah. From the Brotherhood's point of view, it was a limited ambition. And yet, who were we to tell the Divine One what he was or was not?



He returned to Jerusalem. A few of the Brotherhood went with him to watch over him. What we didn't realize, perhaps because we were not Jews, was that Jesus intended to fulfill the prophecies. *All* of them.

GRACE: What about the vampires? Where do *they* come in?

EMILIO: I will try to explain. You see, the Brotherhood collected blood samples for study and testing before they selected brides. There were certain magical rites performed. There had always been rumors that some of these priests had dared imbibe the blood to steal power for themselves. Of course, such things were taboo. And when these rumors surfaced among the initiates—oh, they were harshly scolded.



But when Jesus was being reared in Egypt, there was a young initiate who envied his strange abilities. He began to whisper to his friends that to truly serve the Kenosh Kania, the priesthood ought also to be immortal, just like the Kenosh Kania himself.

GRACE: Jesus was immortal?

EMILIO: In a sense. He could reweave the fabric of his body at will, just as he could those of others. He could have healed his own wounds, but he chose to perform the sacrifice the prophecies demanded. It wouldn't have been much of a sacrifice had he rescinded.

GRACE: So what happened with the young initiate?



EMILIO: His name was Sinay. And one of the boys he persuaded was Ali, son of the Brotherhood's head master. Ali wasn't a bad boy, but he loved Jesus and liked the idea of living with him forever. Fortunately, he approached his father about it one night.

Blood of the damned



When the head master heard of the heresy, he exploded! Sinay and his followers were expelled! Only Ali remained, having repented his ignorance. But Sinay and his followers didn't give up. Sinay grew bitter. He decided they would steal the blood. He kept his eyes on the conclave but could never get close.

When Jesus left for Jerusalem, they managed to keep his leaving secret from Sinay. He did not arrive in Israel until ... until it was too late.



Blood of the sacred
GABRIEL KNIGHTS

9pm-midnight

This is it: the finale. The temple awaits Gabriel, and much hangs in the balance. Grace and Gabriel have formidable allies now in Emilio and Mesmi. But not even the ancient wisdom of the Secret Brotherhood can fully guide Gabriel through his final confrontation with the Adepts of the Holy Blood.

Hotel (Room 25)

Watch as Gabriel, Grace, Mosely, Emilio, and Mesmi discuss the situation and make plans to enter the underground temple. Mesmi says they must reach the Holy of Holies by midnight; he warns of “traps to keep out the uninitiated” and suggests a search team of himself, Gabriel, and Mosely. This prompts one of my favorite exchanges in the game.

Mosely: “There aren’t really any *vampires* down there? Are there?”

Mesmi (casually): “A few.”



FIG. 3-72. THE “A” TEAM GATHERS TO PREPARE THEIR ASSAULT ON THE HOLY OF HOLIES.

Emilio speaks of the “hermetical mysteries” that must be faced, saying he doesn’t dare go if the Adepts are down there. Grace volunteers, but Emilio insists she’ll be more valuable posted at SIDNEY, keeping in touch with the search team via Mesmi’s radio. He also insists they must remove the “treasure” (whatever it is) to a safer place.

After this discussion, the scene automatically changes to the cave entrance.

cave entrance

Watch as the search team, led by Gabriel, makes a somewhat dramatic “entrance” into the Porch area of the underground temple.

temple porch

The Porch floor resembles a chessboard quite an awful lot, doesn't it? And, as Gabriel points out (if you LOOK at any one of the blank tiles), “that floor has ‘trap’ written all over it.” So study the board carefully before you make a move.

If you INSPECT the floor, the camera rises to give you a nice overhead view. Note several patterns. First, a number of floor tiles have swords engraved in them; taken together, these tiles form a diamond shape. Note also that a number of tiles are engraved with skulls and that two tiles in the first horizontal row are engraved with the cross of the Knights Templar.

Could this be a clue? Let's ask Grace.



FIG. 3-73. GABRIEL IS WIRED TO GRACE THROUGH THIS RADIO HEADSET. ASK HER ABOUT EVERYTHING YOU CAN.

- ❖ Click on a blank tile and select TALK TO GRACE. She points out the chessboard motif.
- ❖ Repeat the previous step. When Gabriel says he's about the size of a playing piece in relation to the big chessboard, she says, “Maybe you should act like one.” But which one?
- ❖ Repeat the previous step. Grace mentions that the Templars brought the game back from the Crusades, then adds, “Maybe you should think like a KNIGHT—a Knight Templar.”

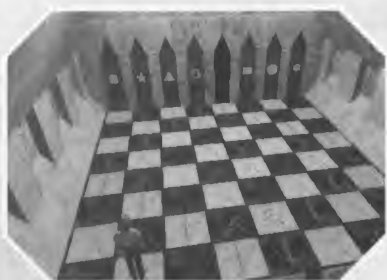


FIG. 3-74. HOP LIKE A KNIGHT ACROSS THE CHESSBOARD FLOOR, HITTING EVERY SWORD TILE AND ENDING UP AT THAT CIRCLE-ENGRAVED DOOR

- ❖ Again, note which two tiles in the front row have the Templar cross on them. That's right—on a chessboard, those would be the starting positions for your knight pieces!
- ❖ THINK about one of the eight doors at the far side of the floor. Gabriel suggests they might have something to do with the shapes on Grace's map.
- ❖ THINK about another door. Gabriel guesses he has to pick one of the geometrical shapes on the doors. Note that the door with the circle shape is lighter than the other doors. Remember the first shape Grace plotted on her map? Yep, a circle.

To negotiate this puzzle, you must jump onto every sword tile once and only once, ending up on the tile directly in front of the door with the circle symbol. But that's not all. You must adhere to all the following rules:

1. You must make your first hop to any square in the first horizontal row. (Note that when you do this, all the sword engravings light up.)
2. After this first move onto the board, you must jump from square to square using only the movement pattern of a knight piece in chess. Death results from any jump that does not follow a knight's movement pattern.
3. You can jump onto any tile but a skull tile. If you land on a skull tile, you die.
4. As you jump from any tile except a sword tile, it drops open behind you, leaving a hole. But if you jump back onto an unlit sword tile where you've already been, it drops open and you die. Thus, you cannot jump back onto *any* tile a second time.

note

FOR THOSE OF YOU WHO DON'T PLAY CHESS, THE KNIGHT PIECE HAS TWO MOVEMENT OPTIONS. BOTH LOOK LIKE A CAPITAL "L". IT CAN MOVE ONE SQUARE IN THE DIRECTION OF A ROW (NOT DIAGONAL) FOLLOWED BY TWO SQUARES IN A ROW PERPENDICULAR TO (EITHER THE LEFT OR RIGHT OF) THE FIRST ROW. OR IT CAN MOVE TWO SQUARES IN THE DIRECTION OF A ROW (NOT DIAGONAL) FOLLOWED BY ONE SQUARE IN A ROW PERPENDICULAR TO (EITHER THE LEFT OR RIGHT OF) THE FIRST ROW.

5. You can jump back onto the start area from the first row of tiles. If you do, this resets the puzzle.

Ready for this cheery game? Multiple solutions exist to this puzzle, but here's one. Start by jumping onto tile number 1, then simply jump from tile to tile following the numbers:



CHESSBOARD TILE PUZZLE SOLUTION

temple circle chamber

Poe would love this room. Observe the timing of the pendulum blade and the moving circular ramp of tiles. Some of the tiles contain geometric figures. From the doorway, move the camera left to view the slot where the pendulum blade

half-enters the wall. Note that the pendulum hits the left-side wall slot every time a tile with a geometric figure passes the slot. Hint: don't jump onto any geometric-figure tiles. Finally, note the raised podium in the center of the big room. The pendulum swings directly over it.

OK, now what?

The solution steps follow below. We'll break the process down into distinct movements, but you'll have to click quickly and probably die a few times before you get the timing right. Fortunately, each failure results in a Retry option that takes you back to the doorway.



FIG. 3-75. HOP ONTO A GREEN TILE IMMEDIATELY FOLLOWING ANY OF THE FIGURE-ENGRAVED TILES. THEN GRAB THE PENDULUM BLADE JUST BEFORE IT ENTERS THE WALL SLOT.



- ❖ Jump onto the moving circular ramp one green tile behind any of the figure-engraved tiles. This places you in front of the pendulum as it enters the left-side wall slot. (It will also get you killed if you miss the grab attempt in the next steps.)
- ❖ Quickly move the camera toward the left-side wall slot.
- ❖ **Click on the pendulum blade when you get the Grab cursor (a grabbing hand) just before the blade enters the slot.** If you time it right, Gabriel leaps onto the pendulum.
- ❖ *Save your game here!*
- ❖ Now Gabriel hangs on the pendulum, disappearing from the screen at the end of each upswing. **Click on the podium just as the pendulum reappears at the edge of the screen during its downswing from either side.** If you time it right, Gabriel drops to the podium in front of the table. (You'll probably die a few times before you get it right.)

On the table sit a scale and six gold ingots in various shapes. A large gold block weighs down one side of the scale. Clearly, the idea is to balance that weight by placing the correct combination of gold ingots on the other side of the scale.



FIG. 3-76. PLACE THESE THREE GOLD INGOTS—THE INFINITY SYMBOL, THE EGG, AND THE POMEGRANATE—ON THE WEIGHTED SCALE TO BALANCE THE WEIGHT.

- ❖ Click on the scale and select TALK TO GRACE. Gabriel asks Grace about the meaning of the circle. She says it represents eternity, fertility, and perfection.
- ❖ Eternity? **Place the gold infinity symbol onto the scale.**
- ❖ Fertility? **Place the gold egg onto the scale.**
- ❖ Perfection? **Place the gold pomegranate onto the scale.**
- ❖ When all three correct objects are placed on the scale, the podium lowers to the floor, an exit door opens, and Gabriel leaves the chamber.

Hotel: Room 25

Meanwhile, back at the ranch, Grace's curiosity about the so-called "Wandering Jew" myth prompts Emilio to add one last chapter to his extraordinary story. Again, here is a transcript of their conversation.



FIG. 3-77. EMILIO FINALLY COMES CLEAN TO GRACE ABOUT HIS ROLE IN THE MYSTERY.

GRACE: There's something I've been wondering. I read about the vampires looking for the "Wandering Jew." He really exists, doesn't he? And he has something to do with the blood of Jesus?

EMILIO: Uh, yes Grace.

GRACE: But it's not the way the legends claim, is it? Jesus cursing someone to go on?

EMILIO: No.

GRACE: The vampires didn't get the blood of Jesus. But someone else did.

EMILIO: Ah, yes. Ali, the headmaster's son, was among those who accompanied Jesus back to Jerusalem. For three years he watched Jesus teach. It was, well, amazing. But in the end, neither he nor his father could stop Jesus from his course. The day of the crucifixion, Ali's father was so ill with grief that he had to be carried from Golgotha. Only Ali was left to keep vigil.



Ali could not believe it was ending! All the promise of the Kenosh Kania! All the centuries of planning were being destroyed. Jesus was allowing it to be destroyed! Something in him rebelled. He remembered Sinay's words, and with grief and rage he thought he might be able to *save* the blood in himself. He did not mean to become the Kenosh Kania. You must

understand that! He simply could not watch that hope spill into the ground.

So he drank it.

"Why hast thou forsaken me?"



GRACE: Your fingertips are worn smooth! But ... I don't get it. If you've got the power of the Kenosh Kania, why didn't you stop the vampires a long time ago?

EMILIO: I promised my father I would not use the power. Never! Not for anything. It's not mine to use. It was the only way I could live with what I had done.

GRACE: Never? Not for anything?

EMILIO: No, Grace. Not for anything.



GRACE: But that must be ... that must be ...

EMILIO: It's all right. There is work to be done. Do you hear anything now?

temple hexagram chamber

Gabriel ends his next wild ride in the Temple's Hexagram Chamber. In the entry you find a statue of King Solomon and a Latin phrase engraved on the nearby wall. Inside the main room you find six separate niches—three dark, three lit.

- ❖ TALK TO GRACE about the Latin phrase on the entry wall. She translates: "Beware! Only the initiates of the mysteries of the seal may survive."
- ❖ If you right-click to bring up the Game Options window and then select RADIO, Grace tells you about the Solomon statue in the entry. She suggests that this chamber's "mystery" will involve the hexagram—the Seal of Solomon—which represents duality. Then Emilio explains that initiates are taught that duality is an illusion. "Things might not be what they appear."
- ❖ Enter the hexagram room and go to the niche with the two statues—one demon, one angel. Duality! Note their outstretched hands. What do they want?

- ❖ Click on the nearby podium and select TALK TO GRACE to get a translation of the Latin phrase engraved there. “Elige magistrum” means “Choose a master.”
- ❖ Go to the niche with the two basins—one holds fire, one water. Duality! INSPECT the basins to see that each one also holds a stone at the bottom.
- ❖ Click on the podium and TALK TO GRACE to translate “Elige unum”: “Choose one.”

Think you need a stone? Sure you do. You could just grab one, but what sort of hermetical mystery would let you do such a ridiculously easy thing? Naturally, you wouldn't stick your hand in fire, and here's a tip—that “water” in the other basin is acid. Looks like you need some sort of hand protection.



FIG. 3-82. USE THE LEATHER GLOVE TO TAKE THE STONE FROM THE FIRE BASIN.

- ❖ Cross the room to the opposite niche and note the same phrase under the two gloves—one gold, one leather.
- ❖ **PICK UP the leather glove.** Gabriel puts it on his hand.
- ❖ Go back to the niche with the two bowls and INSPECT the fire basin for a close-up.
- ❖ **PICK UP the stone in the fire basin.** (Be sure Gabe's wearing that leather glove first!)
- ❖ Go to the niche with the two statues.

Remember, Emilio said initiates are taught that duality is an illusion. Things may not be what they appear. Plus, you can lead a horse to water, but you can't make it drink. And never forget: a stitch in time ... *saves nine!* So, please, choose a master wisely.



FIG. 3-83. CLEARLY, THIS GUY'S LOOKING FOR A HANDOUT. GIVE HIM A STONE. (IGNORE THE OTHER STATUE.)

- ❖ **Place the basin stone in the hand of the demon figure.** This lights up the three previously darkened niches.
- ❖ In the newly lit niche with mirrors and a pointer switch, click on the podium and TALK to GRACE to have her translate “Agnosce Naturam Corporas Tui”: “Identify the nature of your body.”
- ❖ STEP on each of the two side platforms to see into the mirrors.

The mirror on the right shows Gabriel as a beautiful, perfect figure. The mirror on the left reflects his image as a corpse. Now you must move the podium pointer switch left or right to choose an image. What is the nature of Gabriel's body? Think about it. What is the true destiny of all flesh?



FIG. 3-84. IN THE “MIRROR” NICHE, MOVE THE PODIUM POINTER TO THE LEFT TO SELECT GABRIEL-AS-CORPSE.



FIG. 3-85. THEN GO TO THE “BUTTON” NICHE AND PUSH THE YIN/YANG SYMBOL.

- ❖ Click on the podium's pointer switch and select **TURN LEFT** to choose the mirror in which Gabriel looks dead.
- ❖ Go to the button niche.
- ❖ Click on the podium's engraved Latin words—*Agnosce Naturam Mentis Tui*—and **TALK TO GRACE** to get the translation: "Identify the nature of your mind."
- ❖ **PUSH the button with the yin/yang symbol.**
- ❖ The doors in the final niche open and Gabriel automatically exits to the next chamber.

temple veil chamber

Finally, Mosely and Mesmi catch up with Gabriel after following his carefully blazed trail. But guess what? They're still not much help. Two bridges once spanned this chasm. Only one remains. Or does it?

- ❖ **Walk Gabriel to the edge of the "missing" bridge on the left.** A glittering tile repeatedly appears and disappears.
- ❖ **Click on the nearby tile *just as it appears*.** Gabriel hops to that tile. More glittering tiles begin to appear and disappear across the span of the invisible bridge.
- ❖ **Continue hopping from tile to tile until Gabriel reaches the far side of the chasm.**



FIG. 3-86. YOU MAY DIE ONCE OR TWICE, BUT YOU'LL GET THE RHYTHM OF THE DISAPPEARING TILES SOON ENOUGH.



The key is to hop onto tiles *immediately* after they appear. Note also that you can hop as far as two rows away. When Gabriel finally reaches the far side, Mesmi and Mosely automatically join him. Soon Montreaux's trio of henchmen emerges from the shimmering veil. But Gabe's companions manage to hold the vampires at bay while he slips into the Holy of Holies.



FIG. 3-87. THE VAMPIRES LOOK SCARY, BUT GABRIEL'S BUDDIES KEEP THEM OFF HIS BACK AS HE PENETRATES THE HOLY OF HOLIES.

TEMPLE HOLY OF HOLIES

Good timing! Montreaux hovers above the young Stewart heir, preparing for God knows what. When Gabriel interrupts his foul ceremony, he claims, "I will shred your limbs and suck the marrow from your broken bones!" Cool! Then Montreaux mumbles a bunch of spooky Latin and calls forth Asmodeus, "guardian of sacred treasure." Lo and behold, one of the temple pillars transmogrifies into the ugliest beast you've ever seen.



FIG. 3-88. MONTREAUX, PROTECTED BY HIS PENTAGRAM, PREPARES A BABY BLOOD COCKTAIL.



Gabriel automatically wields both Schattenjäger artifacts, the dagger and the talisman. You need both to win this final battle. And if you right-click to bring up

the Game Options and select RADIO to ask Grace about the demon, she points out two interesting facts—first, demons tend to have one very vulnerable spot, and second, a demon's wounds also afflict he who conjured the demon. In other words, if you slash Asmodeus, you slash Montreaux, too.

As the confrontation begins, watch as Gabriel wields the Schattenjäger talisman at the demon. Note that the talisman temporarily stuns the beast, which then raises its head for a few seconds, exposing its neck. Say, doesn't that big ol' throat look vulnerable? Yes, a good stab at the carotid artery might do wonders. Unfortunately, Gabriel can't reach the demon's neck from the ground.

note

DON'T WORRY ABOUT DYING! THE BEAST'S GRUESOME CRUSHING OF GABRIEL'S SKULL MERELY TOSSES YOU BACK TO THE RETRY SCREEN.



FIG. 3-89. FIRST, BACK GABRIEL AWAY FROM ASMODEUS TO THE SARCOPHAGUS.

- ❖ Click on the ground near the sarcophagus at the back of the room. Gabriel backs to that spot. Keep stunning the demon with the talisman as you go.
- ❖ **CLIMB onto the sarcophagus.** Ah, now Gabriel can reach a bit higher with his dagger.
- ❖ Click on the demon. Note that both Schattenjäger items, the talisman and the dagger, appear in the icon bar.
- ❖ **Use the Schattenjäger talisman on the demon.** The stunned beast raises its head again, exposing its throat.
- ❖ **Use the Schattenjäger dagger on the demon's throat!**

Blood of the sacred GABRIEL KNIGHT3 Blood of the damned



FIG. 3-90. ONCE GABRIEL IS ATOP THE SARCOPHAGUS, USE THE SCHATTENJÄGER TALISMAN TO STUN THE DEMON INTO EXPOSING ITS NECK ...



FIG. 3-91. ...THEN SLASH THE MONSTER'S THROAT WITH THE SCHATTENJÄGER DAGGER.



Congratulations. You've won the game. Now watch the stunning story play out. Gabriel saves the Stewart heir, discovers the "treasure" of Rennes-le-Chateau ... and learns the true meaning of his own family's calling as "servant for the light."



FIG. 3-92. GABRIEL HANDS OFF THE BLOODLINE HEIR TO MESMI ...



FIG. 3-93. ... THEN PEEKS INTO THE COFFIN FOR A GLIMPSE OF HIS SCHATTENJÄGER ORIGINS.



FIG. 3-94. FINALLY, EMILIO REMOVES THE "TREASURE" OF RENNES-LE-CHATEAU.

After Emilio removes the temple's "treasure" for safekeeping, Gabriel and Mosely return to the hotel. There, Gabriel faces yet another truth—the one about his feelings for Grace.

Just a little bit too late.







The “NO-frills” solution path

This quick, no-frills solution path guides you through *Gabriel Knight 3* in the most efficient and straightforward manner. It assumes you’re familiar with the general game controls—how to walk, talk, inspect, use objects, access inventory, and so on.

This section also assumes that you know how to use the game’s special interface controls, such as SIDNEY (Grace’s computer program), the binoculars, the fingerprint kits, and so on. If that is not the case, we recommend that you read the *Gabriel Knight 3* game manual before using this walkthrough.

note

IMPORTANT: ASSUME THAT THE DIRECTION “TALK TO [CHARACTER]” MEANS YOU SHOULD DISCUSS ALL TOPICS WITH THAT CHARACTER, UNLESS OTHERWISE SPECIFIED.

chapter 4

Day 1

10 A.M.

Hotel

ROOM 25 (GABRIEL'S ROOM)

Open the dresser by the window. Take the piece of masking tape. Take the hanger. Exit to the hall and go downstairs to the lobby.

LOBBY

Go through the wooden archway into the dining room.

DINING ROOM

Watch the automatic scene: Gabriel meets Mosely.

LOBBY

Walk Gabriel to the main desk to meet Jean, the desk clerk. Read the guest register. Talk to Jean. Cross the room and talk to Emilio Baza. Exit to the phone booth room (right of main desk).

PHONE BOOTH ROOM

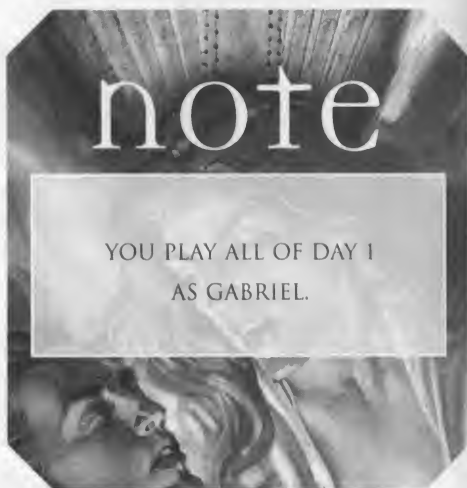
Use Prince James's card on the phone to call Prince James. Exit the hotel.

COURTYARD (EXTERIOR)

Talk to Madeline Buthane. Look at the French *San Greal* book in the nearby bookstore window. Go to the museum.

note

YOU PLAY ALL OF DAY 1
AS GABRIEL.



Museum sauniere

Talk to Madame Girard. Climb the steps to the museum display room. Read the history boards hanging from the ceiling. Eavesdrop on Lady Howard and Estelle by approaching them on the far side of the panels. Talk to Lady Howard and Estelle. Return to the hotel courtyard. If you've completed all other tasks, this ends the time block.

12 p.m.

Hotel

DINING ROOM

Enter to overhear Madeline and Wilkes. Talk to Wilkes. Chat with Madeline.

UPSTAIRS HALL

Watch Emilio change rooms with Lady Howard and Estelle. Go to the church.

church

Watch the scene between the Abbé and Vittorio Buchelli. Talk to the Abbé. Talk to Buchelli.

Hotel

DINING ROOM

Talk to Lady Howard and Estelle.

UPSTAIRS HALL

Knock on Mosely's door (Room 33).

MOSELY'S ROOM 33

Talk to Mosely. During this dialogue, sneak to Mosely's door to catch Emilio Baza in the hall. Talk to Mosely again to finish the conversation.

UPSTAIRS HALL

Pick up Emilio's water glass from the table under the painting. Exit the hotel to end the time block.

2 p.m.

moped rental shop

Talk to the man at the rental counter.

Hotel

LOBBY

Pick up a piece of candy from the table across from the front desk. Talk to Lady Howard and Estelle in the lounge.

MOSELY'S ROOM 33

Knock on the door to enter. Talk to Mosely about his passport.

UPSTAIRS HALL

Put the candy on the table across from Room 27.

LOBBY

When Jean leaves the front desk, pick up the black magic marker from the desk. Push the buzzer for Room 33 (left of desk). Hurry back upstairs via the staircase on the right as you face the dining room (opposite side from Gabriel's room, Room 25).

UPSTAIRS HALL

Move Gabriel toward Mosely's room down the hallway closest to you. (Don't let Mosely see Gabriel at any time!) After Mosely goes around the corner, walk Gabriel near that corner. When Mosely picks up the candy on the table, click on Mosely and select Pick Up. Gabriel sneaks up behind Mosely and steals his passport. Hurry to Mosely's room.

MOSELY'S ROOM 33

Pick up the gold coat on the coat rack. Gabriel exits the room automatically. (If you don't get the coat before Mosely returns, push button 33 downstairs and try again.)

DINING ROOM

Pick up a packet of maple syrup from the buffet table.

Museum sauniere

Pick up the cap in the Lost Items box.

churchyard cemetery

Watch the Abbé misting his plants. When he leaves, pick up his spray bottle.

street behind church

Pet the black cat. It runs through a hole in the shed door, then reappears atop the wall. Use the masking tape (from Gabriel's closet) on the hole in the shed. Use the Abbé's spray bottle on the cat to chase it back through the hole. Pick up the tape from the shed door to get black fur.

Making a Mosely disguise

In inventory, use the magic marker on Mosely's passport to draw a moustache. Combine black cat fibers and the maple syrup to make a black moustache. Combine the cap, gold coat, and black moustache. This is your "Mosely disguise." Go to the moped courtyard.

moped courtyard

Use the Mosely disguise on Gabriel. He rents the Harley. Use the keys on (or drive) the Harley to access the valley map.

valley roads (Overhead Map)

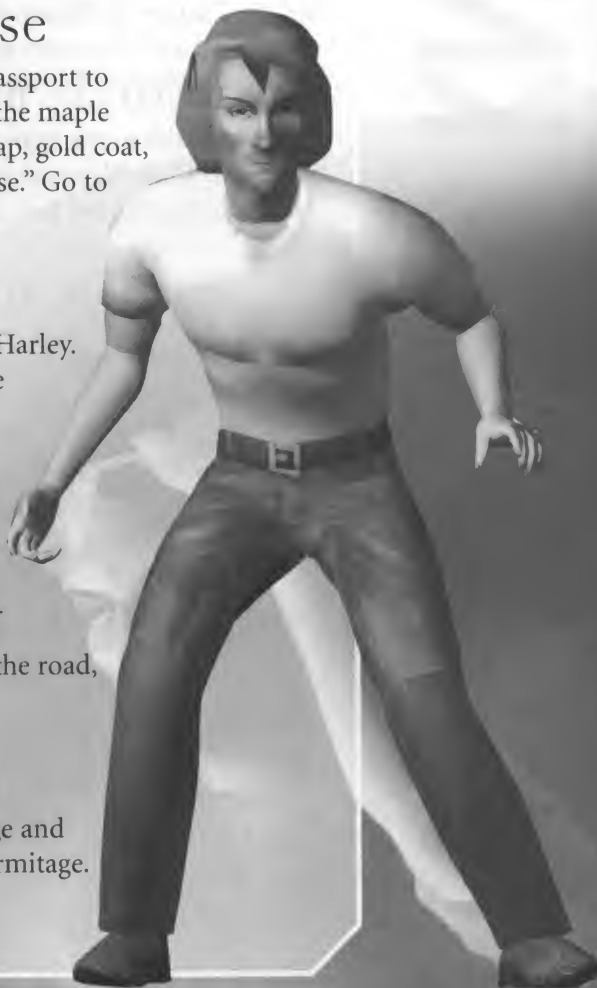
Select Chateau de Blanchefort.

chateau de blanchefort

Wait for Wilkes to drive by. When he appears on the road, click on him and select Follow.

valley roads (Overhead Map)

Gabriel automatically follows Wilkes to L'Ermitage and that site becomes active on the map. Click on L'Ermitage.



L'ermitage

Go up the path to the site. Talk to Wilkes. Return to the parking area and use the notepad on Wilkes's moped license plate. (Gabriel writes down his license plate number.) Wait for Madeline's van to drive by, then follow it.

valley roads (Overhead Map)

Gabriel automatically follows Madeline to Coume Sourde. That site becomes active on the map.

coume sourde

Walk up the path to the site. Talk to Madeline. Return to the parking area and take the Harley back to Chateau de Blanchefort.

chateau de blanchefort

Follow the path to the right (marked by the sign that reads "C. de Blanchefort"). At the first plateau, follow the left fork up to the hilltop.

chateau de blanchefort

(Top of Mountain)

Use the binoculars on the panorama to get the binocular interface. Zoom in on Coume Sourde and watch Madeline look for treasure. Return to the parking lot and travel to the Couiza Train Station.

couiza Train station

(Exterior)

Talk to the taxi driver. When his memory fails, use your wallet on him.

COUIZA Train station (Interior)

Talk to Marci, the ticket clerk. Inspect the Arrivals & Departures board. Exit and use the Harley to end this time block.

note

IN THIS SOLUTION PATH, THE COMPLETION OF YOUR VISIT TO THE COUIZA TRAIN STATION ENDS THE TIME BLOCK. HOWEVER, YOU CAN TRAVEL TO LARRY CHESTER'S HOUSE INSTEAD. COMPLETION OF YOUR FIRST VISIT WITH LARRY NOW WILL COMPLETE THIS 2 PM TIME BLOCK AS WELL, PUSHING YOUR COUIZA VISIT INTO THE 4 PM TIME BLOCK. WHICHEVER VISIT YOU DON'T COMPLETE NOW, COUIZA OR LARRY CHESTER, MUST BE COMPLETED IN THE FOLLOWING TIME BLOCK.

4 P.M.

Start this segment by traveling to Coume Sourde.

coume sourde

Talk to Madeline. Walk over the hill behind Madeline to L'Homme Mort.

L'Homme Mort

Talk to Mosely three times. Go down to the L'Homme Mort parking lot.

L'Homme Mort (Parking Lot)

Use the notepad on Mosley's license plate to get his number. Walk back to the Harley in the Coume Sourde parking lot and ride to Chateau de Blanchefort.

chateau de blanchefort

After a few seconds, Lady Howard's moped drives by. Follow it; you end up back here at Chateau de Blanchefort (they're just circling the valley). Follow the path up to the Chateau de Blanchefort ruins.

chateau de blanchefort (Top of Mountain)

Talk to Emilio. Use the binoculars on the panorama to get the binocular interface. Zoom in on Tour Magdala to see Buchelli. Zoom in on L'Homme Mort to see Mosely and Madeline collide. Return to the parking lot.

chateau de blanchefort (Parking)

Use the notepad on Emilio's moped to write down its license plate number. Now follow the path to the left, marked by the sign that reads: "Roque Negre."

Roque Negre

Talk to Wilkes. (If you didn't take Wilkes's license plate number down at 2 pm, you can do so now at the parking area.) Go back to the Harley and travel to the moped courtyard.

rennes-le-chateau

Go to the churchyard cemetery. Open the Abbé's office window to overhear his conversation with Madeline. Go to the moped courtyard and ride to Larry Chester's house (or to Couiza if you visited Larry in the last time block).

Larry chester's house (Exterior)

Knock on the door to get inside.

Larry chester's house (Interior)

Talk to Larry. Exit and ride the Harley back to the moped courtyard.

moped courtyard

Exit to the fountain plaza. This ends the time block.

6 p.m.

hotel

ROOM 25

Watch Gabriel and Grace talk to Prince James's two men, Mallory and MacDougall. After all conversations, exit the hotel to follow the men.

COURTYARD

Follow Mallory and MacDougall to the churchyard cemetery.

churchyard cemetery

Click on the large tomb and select Hide. Watch the two men confront the Abbé. A few seconds after the men leave, the Abbé goes into his office. Ensure that the office window is cracked open. Use the tape recorder on the window to record the Abbé's phone conversation.

Hotel

LOBBY

Talk to Simone, the night clerk.

DINING ROOM

Listen to Wilkes and Buchelli. Talk to both. Go to the moped courtyard and ride the Harley.

valley Roads (Overhead Map)

Mallory and MacDougall are driving around the valley. You can go to any of the parking lots to follow them.

chateau de blanchefort

Wait for the car to drive by, then follow it.

valley Roads (Overhead Map)

Gabriel automatically follows the car, which stops at Larry Chester's house. If you click on that site, Gabriel wisely chooses not to pull into the driveway. Instead, travel to Chateau de Blanchefort.

chateau de blanchefort

Go up the right-hand path (toward the Chateau de Blanchefort ruins). At the first plateau, take the right-hand fork to approach Larry Chester's house via the back footpath.

Larry chester's HOUSE (Exterior)

Click on the tree next to the well and select Hide. Watch the scene between Larry and the two Scotsmen. In particular, pay attention to the handshake sequence. Return by foot to the Chateau de Blanchefort parking lot and board the Harley.

valley Roads (Overhead Map)

Travel to Rennes-le-Bains.



Rennes-le-Bains

Enter the San Greal bar to see Wilkes and Buchelli. Chat with the fellows, then exit. Use the notepad on Buchelli's moped license plate to get the number (this works only if you previously wrote down Wilkes's license). Travel back to the moped courtyard.

moped courtyard

Use the notepad to get the license plate number of Lady Howard and Estelle's bike (this works only if you followed them on the roads in the last time block).

Hotel

LOBBY

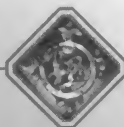
Chat with Emilio.

DINING ROOM

Chat with Lady Howard and Estelle. Chat with Madeline.

ROOM 25

Talk to Grace and Mosely. During this dialogue, show Mosely the correct handshake sequence. Discuss all topics to end Day 1.



chapter 5

Day 2

7am—10am
(Grace)

Hotel

ROOM 25

Pick up a fingerprint kit from the table.
Type on the laptop computer to get the
SIDNEY interface.

SIDNEY

Search for subjects VAMPIRES and HOLY GRAIL. Exit SIDNEY.

UPSTAIRS HALL

Pick up the *Secrets of the Holy Grail* book near the door.

DINING ROOM

Talk to Madeline Buthane and ask about the tour group.

Tour Magdala (Top)

Talk to the Abbé and introduce yourself.

Hotel Dining Room

Enter the room. This triggers the tour group exit.

note

YOU START DAY 2 PLAYING AS
GRACE, THEN ALTERNATE
BETWEEN GABRIEL AND GRACE IN
EACH SUCCEEDING TIME BLOCK.

poussin's tomb

Watch Madeline's lecture. Use the sketchpad on Emilio's doodle: "SUM."

chateau de blanchefort

Watch Madeline's lecture. Afterward, walk near Madeline and Wilkes to overhear their conversation. Walk near Lady Howard and Estelle to overhear their conversation. After the group confronts Lady Howard about "Le Serpent Rouge," talk to Madeline and ask about "Le Serpent Rouge." Talk to Wilkes and flirt. Talk to Mosely and discuss Gabriel and the treasure.

10am—12pm (Gabriel)

hotel

ROOM 25

Pick up the remaining fingerprint kit. Exit into the hall.

UPSTAIRS HALL

Stepping into the hall triggers an encounter with Roxanne, the maid. Wait in the hall while she cleans Gabriel's room and goes into Emilio's room (number 27). When she reappears with dirty linen and moves the cart to get cleaning materials, sneak to Emilio's door.

EMILIO'S ROOM (ROOM 27)

When Roxanne goes into the bathroom, unlock the dumbwaiter door. Exit to the hall.

UPSTAIRS HALL

Watch Roxanne go into Madeline's room (number 29). After she moves the cart to the side, sneak to Madeline's door.

note

AT EACH ROOM, YOU CAN ALSO WAIT IN THE HALL FOR SOUNDS OF THE MAID CLEANING THE BATHROOM, THEN ENTER AND PERFORM NECESSARY TASKS.

MADELINE'S ROOM (ROOM 29)

After the maid goes into the bathroom, open the balcony doors; Gabriel sneaks onto the balcony. After the maid leaves the room, Gabriel reenters automatically. Turn the lock on Madeline's room door so you can reenter later. Exit into the hall.

UPSTAIRS HALL

The maid is now in Lady Howard's room (number 31). After she moves the cart to the side, sneak to Lady Howard's door.

**LADY HOWARD'S ROOM (ROOM 31)**

When the maid is in the bathroom, open the balcony door to sneak onto the balcony (for an alternate path, see the note above). After the maid leaves the room, Gabriel reenters automatically. Turn the lock on Lady Howard's door. Exit to the hall.

UPSTAIRS HALL

Roxanne cleans Buchelli's room (number 21) next. Sneak into the room when she moves the cart to the side.

BUCHELLI'S ROOM (ROOM 21)

When the maid goes into the bathroom, unlock the dumbwaiter door. Exit to the hall.

UPSTAIRS HALL

Roxanne now cleans Wilkes's room (number 23). When she moves the cart to the side, sneak into Wilkes's room.

WILKES'S ROOM (ROOM 23)

After the maid goes into the bathroom, unlock the dumbwaiter door. Exit the room.

UPSTAIRS HALLWAY

After Roxanne finishes her cleaning rounds and pushes the cart into the supply room, Gabriel can go into the rooms he unlocked. Enter Room 31.

LADY HOWARD'S ROOM (ROOM 31)

Search the bed; Gabriel finds a folder. Pick up the folder to get the two parchments. Go into the bathroom and pick up the tube of Suppuration H. Use the fingerprint kit on Lady Howard's hand mirror and lift the print on the handle.

MADELINE'S ROOM (ROOM 29)

Open Madeline's dresser drawer. Pick up the map in the drawer. Search the bed. Gabriel finds a case under the bed and opens it to find a gun. Use the fingerprint kit on the gun (on the barrel just above the trigger) to lift the print.

LOBBY

TALK to Jean to learn about the cook's "hip therapy."

DINING ROOM

Try to enter the kitchen. Gabriel gets an idea.

LOBBY

Talk to Jean about food to get permission to enter the kitchen.

KITCHEN

Open the dumbwaiter door to the right of the kitchen door. Turn the handle to lower the platform. Exit into the dumbwaiter.

DUMBWAITER SHAFT

Use the rope pulley to move the dumbwaiter up to the second floor. Open the door at lower left to enter Wilkes's room.

WILKES'S ROOM

Read the letter on the desk. Return to the dumbwaiter and open the opposite door (upper right) to enter Buchelli's room.

BUCHELLI'S ROOM

Don't touch the suitcase! Use the fingerprint kit on the suitcase to lift a print from the metal clasp. Open the dresser drawer to see the priest's collar. Search the black pants in the drawer to find the train ticket stub. Take the dumbwaiter back down to the kitchen.

KITCHEN

Open the dumbwaiter door to the left of the kitchen door. Turn the handle to lower the platform. Climb into the dumbwaiter.

DUMBWAITER SHAFT

Use the pulley to move the dumbwaiter up to the second floor. Open the door near the top of the screen to enter Emilio Baza's room.

EMILIO'S ROOM

Search the bed to find a piece of linen cloth under the pillow. Inspect the photo of Jesus on the nightstand. Try to take fingerprints from the Jesus photo—none to be found! Exit the hotel and go to the churchyard cemetery.

churchyard cemetery

Open the Abbé's office window (near the big tomb) and it budes only a few inches. Use the tube of Suppuration H on the window. Open the window again; Gabriel climbs in.

The Abbé's office

Open the desk drawer. Don't touch the cigarette pack! Use the fingerprint kit on the cigarette pack in the drawer to lift a print. Read the magazine in the drawer. Inspect the portrait in the room. Read the label at the bottom of the portrait. Return to Gabriel's room.

hotel

ROOM 25

Type on the laptop computer on the desk to access the SIDNEY interface.

SIDNEY

Scan in Lady Howard’s two parchments, Madeline’s map, the audiotape of the Abbé’s phone conversation, the fingerprints you’ve taken (you should have those of Lady Howard, Madeline, the Abbé, and Buchelli), and the license plates you’ve copied (you should have those of Lady Howard/Estelle, Emilio, Wilkes, Mosely, and Buchelli). Translate the audiotape of the Abbé from French to English. Link each fingerprint and license plate to the correct suspect. Exit SIDNEY and go back to Lady Howard’s room (number 31).

LADY HOWARD’S ROOM (ROOM 31)

Put the parchments back in the folder. Gabriel puts the folder back under the bed.

MADELINE’S ROOM (ROOM 29)

Put the map back in the drawer.

LOBBY

If you’ve done everything required for the time block, you’ll see the ending scene with Jean and Roxanne.

12pm — 2pm (Grace)

chateau de serres

COURTYARD

Enter the wine-tasting room.

WINE-TASTING ROOM

Watch the scene. Chat twice with the Abbé, then exit.

COURTYARD

Go through the archway between the main house and the wine-tasting room. Climb the lowest part of the back wall (where you can see the tiled roof). When Grace reaches the vines, climb the vines to reach the open window.

ATTIC

Open the large wardrobe against the wall. Use the sketchpad to sketch the symbols on the robes. Go around the corner and open the trunk. Quickly hide in the wardrobe. Watch Montreaux enter and exit.

After Montreaux exits the attic, open the trunk again and move the blanket inside. Go down the winding stairs to the library.

LIBRARY

Open the desk drawer. Don't pick up the book inside yet! Use the fingerprint kit on the book in the drawer to get Montreaux's print. Read the book on *The Immortals*. Turn the page to see the notes. Move the chair near the Montreaux portrait. Climb onto the chair. Inspect the portrait's right eye to see the man/Grail close-up.

Find and press the button under the desk (left front leg) to turn on light beams. Rotate the five heads (the light sources) so that the light beams form a pentagram in the air. (Simplest way: rotate each head to the right once.) When the secret staircase opens, go downstairs.

BASEMENT

Find the winepress room door. (When Grace listens there, she notes that the crying sound is coming from behind the door.)

WINEPRESS ROOM

Talk to the old lady. Grace ends up back outside in the courtyard for the time block's shocking finale.

note

IF MONTREAUX CATCHES GRACE BEFORE SHE CAN HIDE, HE ESCORTS HER OUT OF THE HOUSE. SHE CAN REENTER THROUGH THE CELLAR DOORS BEHIND THE HOUSE, BUT SHE NO LONGER HAS ACCESS TO THE MAIN PART OF THE HOUSE.

note

IF MONTREAUX CAUGHT GRACE IN THE ATTIC, SHE CAN ENTER THIS ROOM VIA THE CELLAR DOORS BEHIND THE HOUSE.

2pm — 5pm (Gabriel)

The beginning of this time block is a "Five-Minute Timer." A tour group member performs an activity during the first five minutes of the time block. You don't have to observe *any* of these "Five-Minute Timer" activities to win the game, but all listed here are worth extra points.

"five-minute timer" events

Hotel

UPSTAIRS HALL

Use the glass on the Room 29 door to overhear Madeline's phone conversation in French (you can't tape it). Use the glass on the Room 31 door to overhear the dialogue between Lady Howard and Estelle.

PHONE ROOM

Use the tape recorder on the occupied booth to record Buchelli's Italian phone conversation.

LOBBY

Chat with Wilkes, who drinks in the lounge.

note

AFTER BUCHELLI'S CONVERSATION,
HE'LL REMAIN IN THE BOOTH
TAKING NOTES UNTIL THE
"FIVE-MINUTE TIMER" EXPIRES. IF
GABRIEL IS IN THE PHONE ROOM
AT THAT TIME, BUCHELLI EXITS HIS
BOOTH AND JOINS WILKES
IN THE LOUNGE.

Tour Magdala

Talk to the Abbé (he's here throughout the time block, including the "five-minute timer" portion).

Hotel

LOBBY

Wilkes and Buchelli sit together in the lounge; note the shape and color of their respective glasses.

ROOM 25

Grace is now reading on the sofa. For fun, chat with Grace six times.

moped courtyard/valley roads (Overhead Map)

Drive the Harley to the Armchair of the Devil.

Armchair of the devil

Talk to Mosely. Select VAMPIRE first, then talk about other topics. Inspect a dead body and think about the face. Find and look at the pool of blood in the small clearing up the hill. Look at the nearby indentations. Think about the indentations twice. (Gabriel has two visions.) Try to exit to the parking lot. After the conversation with Madeline, Gabriel automatically drives Mosely back to the moped courtyard.

moped courtyard

Drive back to the Armchair of the Devil.

Armchair of the devil (Parking)

Look at the tire tracks just down the road (this side). Exit the parking area up the hill behind the tracks.

Across Road from Armchair

Use the notepad on one of the tires of the abandoned car to copy its tread pattern. Return to the Harley and ride to Larry Chester's house.

Larry Chester's House (Exterior)

Find the tire prints in the driveway and compare them with the tread pattern from Inventory. Knock on the door.

Larry Chester's House (Interior)

Talk to Larry—you must exhaust *all* dialogue topics—and get thrown out.

Larry Chester's House (Exterior)

Gabriel automatically watches Larry set his alarm clock and exit the house. Use the hanger (from Gabriel's dresser) on the study window hole to get the alarm time: 2am. Ride the Harley to the moped courtyard.

Hotel

LOBBY

Watch Emilio and Estelle collide near the stairs. Follow Estelle out the door. If you hurry, you can follow Estelle on her moped before she leaves town. Otherwise, go to Chateau de Blanchefort, wait for her to drive by, and follow her from there.

valley Roads (Overhead Map)

Gabriel automatically follows Estelle to a site in the woods, which becomes a new active site on the map.

lady howard and estelle's site

Talk to Estelle. Ride the Harley to the moped courtyard.

hotel

PHONE ROOM

Use Prince James's card on any phone to call Prince James.

ROOM 25

Discuss *all topics* with Mosely and Grace. After Mosely leaves, use the fingerprint kit on his pop bottle to pick up his print.

Lobby

Use the fingerprint kit on the small round green glass to take a fingerprint. When asked whose glass it is, select Wilkes. (If you don't already have Buchelli's fingerprint, you can get it off the other glass.) Ask Jean to give you a wake-up call for 2am.

ROOM 25

Type on the laptop to access SIDNEY. Scan in fingerprints—Wilkes in this walkthrough—and attach the fingerprint files to the correct suspects. Translate the audiotape of Buchelli's phone conversation. Make a fake *New York Times* reporter ID for Gabriel. Exit SIDNEY. Go to the Harley and ride to Chateau de Serres.

chateau de serres

Find the tire tracks in the parking area adjacent to the courtyard. Compare them with the tire-tread pattern in Inventory. Knock on the house door. Show your reporter ID. Gabriel ends up in the tasting room with Montreaux. Talk to Montreaux about all topics (in particular, discuss viticulture twice). Return to Gabriel's hotel room.

ROOM 25

The time block ends with a short scene when Gabriel enters the room.

5pm — 10pm (Grace)

Hotel

UPSTAIRS HALL

Pick up a glass from the tray outside Room 31.

DINING ROOM

Overhear the conversation between Mosely and Gabriel.

Museum

Pick up the manila envelope taped to the museum door. In Inventory, INSPECT then READ the document—“Le Serpent Rouge.” In Inventory, use the fingerprint kit on the envelope to lift the unknown print.

church

Pick up the new English pamphlet on the table. In Inventory, INSPECT and READ the pamphlet. Go around the church to look at the points of interest numbered in the pamphlet. (Use the pamphlet on each point of interest to hear additional thoughts by Grace.) Trace the tilted square on the “four angels” statue. Knock on the Abbé’s office door.

The Abbé’s office

Talk to the Abbé. Click on the portrait and talk about it with the Abbé. Look at and think about the chessboard.

Hotel

ROOM 25

Type on the laptop to access SIDNEY. Scan in new fingerprints—Montreaux and “fingerprint from LSR”—and the symbols Grace sketched from the robes in the attic wardrobe at Chateau de Serres. Analyze the SERR_SYMB file;

SIDNEY sends the symbols off for interpretation. Link Montreaux's fingerprint to his suspect profile.

SOLVING THE AQUARIUS STANZA

Select ANALYZE and open the MAP file. Select START ANALYSIS to convert the map to a full double-page graphic in SIDNEY. (The left-side map is a zoomed-in view of the right-side map.) Select ENTER POINTS and place one point each at the Chateau de Blanchefort ruins and St. Mary Magdalen's Church (the small red cross in Rennes-le-Chateau). Select START ANALYSIS. SIDNEY draws a line intersecting the two points.

SOLVING THE PISCES STANZA

Select ANALYZE, then open the PARCH_1 file. Select START ANALYSIS. Select VIEW GEOMETRY. Select EXTRACT ANOMALIES. Select the FRENCH check box when SIDNEY prompts you for language. Select ANALYZE, then open the PARCH_2 file. Select START ANALYSIS. Select VIEW GEOMETRY. Select ANALYZE TEXT. Select the FRENCH check box when SIDNEY prompts you for language. Select ROTATE SHAPE to view the symbols of the Priory of Sion.

Open the MAP file again. Select ENTER POINTS and click to place one point each on the churches (small red crosses) in each of the following towns: Rennes-le-Chateau, St. Just et le Bezu, Bugarach, and Coustassa. Select START ANALYSIS; SIDNEY prompts you to pick a shape. Select USE SHAPE and click on the circle shape; a circle appears on the map. Size the circle to fit over the four points you entered earlier and move the circle over the points until it locks in place. (SIDNEY reports the coordinates at the circle's center and a note with those coordinates now appears in your inventory.) Now exit SIDNEY and go down to the hotel lobby.

LOBBY

The first time Grace enters the hotel lobby after plotting the circle coordinates on the map in SIDNEY, she sees Gabriel and Mosely leave with Madeline for the bar at Rennes-le-Bains. Then Emilio enters and joins Buchelli in the lounge. At first, only Buchelli is drinking, but if you leave and reenter, Emilio will be drinking water. Note his glass shape. Return to Room 25.

ROOM 25

Type on the laptop to access SIDNEY.

SOLVING THE ARIES STANZA

Select SEARCH and do searches on the following subjects: QUATERNITY, ST MICHAEL, and PYTHAGORAS. Select ANALYZE and open the MAP file again. Select USE SHAPE function and click on the square. Size the square and move it so that it fits just around the circle and locks into place.

SOLVING THE TAURUS STANZA

The MAP file should be open already, but if it isn't, select ANALYZE and open the MAP file. Select ENTER POINTS and put one point each at Chateau de Serres and the exact spot where the Paris meridian crosses the top part of the circle. Select START ANALYSIS and SIDNEY draws a line between the two. Click on the square's edge on the map and tilt the square until its top lines up with the Serres-meridian line you just plotted; the "tilted square" locks into place.

LOBBY

The first time Grace enters the lobby after plotting the tilted square, Lady Howard and Estelle invite Buchelli and Emilio to play bridge; they all enter the dining room. Try to take fingerprints from Emilio's glass. (No prints can be found.) Also: if Gabriel has not gotten Buchelli's print previously, Grace can take it now from his wineglass in the lobby. Return to Room 25.

ROOM 25

Type on the laptop computer to access SIDNEY.

SOLVING THE GEMINI AND CANCER STANZAS

Select SEARCH and do searches on the following subjects: ASMODEUS, CHESSBOARD, and DUALITY. Select ANALYZE and open the MAP file. Select DRAW GRID. When the grid list appears, select FILL SHAPE. Select a grid size of "8 X 8." Successfully plotting the grid on the map triggers the final scene of Day 2.



chapter 6

Day 3



s in Day 2, you spend this day alternating between Gabriel and Grace in each successive time block.

2am (Gabriel)

moped courtyard

Drive the Harley to Chateau de Blanchefort.

chateau de blanchefort

Walk up to the right-hand path toward Chateau de Blanchefort. At the first plateau, follow the path's right fork down to Larry Chester's house.

Larry chester's house (Exterior)

Sneak to the side office window. Follow Larry down the ravine behind his house.

behind Larry's house

After Larry leaves, use your shovel on the freshly dug spot to dig up the package. Use the fingerprint kit to lift Larry's fingerprint from the manuscript.

chateau de blanchefort (Parking)

When you drive the bike, Gabriel sees a black sedan and tries to tail the car, but loses it. Travel to L'Homme Mort.

L'Homme Mort

Chat with Mosely. After Mosely leaves, return to the Harley and ride back to the moped courtyard.

Hotel (Upstairs Hall)

Open the door to Room 25 to end the time block.

7am-10am (Grace)

Hotel

ROOM 25

Look at Larry's manuscript on the desk. Pick up the keys to the Harley from the coffee table.

UPSTAIRS HALL

Use Mosely's key to open the door to his room (Room 33).

MOSELY'S ROOM (ROOM 33)

Search Mosely's mattress. Open the armoire. Move the clothes pile to get Mosely's coordinate device.

Museum saunier (Entry)

Pick up the postcards depicting Poussin's "Les Bergeres d'Arcadie" and the two David Teniers paintings, "The Temptation of St. Anthony" and "St. Anthony and St. Paul," from the top racks of the postcard display. Talk to Madame Girard and ask about the envelope.

Tour Magdala (Top)

Chat with Abbé Arnaud.

Moped courtyard

Pick up the binoculars sitting on the back of Lady Howard and Estelle's moped.

L'Ermitage

Enter the L'Ermitage cave. Pick up the note taped to the cave wall. Exit the cave. Use Mosely's coordinate fixing device on Grace to get the device interface. Move Grace until the numbers on the interface match the "Center of circle (Magdalen's Crown)" coordinates you obtained from the map in SIDNEY: 2 degrees, 18' 47" longitude and 42 degrees, 54' 56" latitude. (The spot isn't far from the mouth of the cave.) Use the shovel on Grace's X-marked spot. Use the postcard of Teniers' "St. Anthony and St. Paul" on the rock outcropping around the cave.

Hotel

ROOM 25

Type on the laptop computer to access SIDNEY.

SIDNEY

Scan in the three postcards to get files named POUSSIN, TENIERS_1, and TENIERS_2. Do a SEARCH on SOLOMON. Analyze the POUSSIN file. Select ZOOM & CLARIFY and save the "Et In Arcadia Ego" phrase. Select VIEW GEOMETRY to save the hexagram. Analyze the TENIERS_1 file. Analyze the TENIERS_2 file. Select VIEW GEOMETRY to save the tilted square. Select ZOOM & CLARIFY to see the Bible verse, then retrieve the verse. Open the MAP file. Enter one point at the L'Ermitage and the other at Poussin's Tomb. Analyze to draw the line.

MOPED COURTYARD

Drive the Harley to L'Homme Mort.

L'Homme Mort

Chat with Madeline.

Hotel

DINING ROOM

Chat with Mosely.

ROOM 25

Type on the laptop to access SIDNEY.

SIDNEY

Do a search on the subject TEMPLE OF SOLOMON. Click on the TEMPLE DIAGRAM link in the text. (SIDNEY sends off an e-mail request for a copy of the floor plan.) Open the MAP file. Enter four points to mark the corners of an 8-by-2 rectangle formed from the two center rows of the grid, running southwest to northeast. Analyze the points to draw the rectangle. Select USE SHAPES and choose the hexagram. Size the hexagram to fit just inside the circle. Rotate the hexagram so the tip of one point is at the intersection of the meridian, the sunrise line, and the Poussin Tomb/L'Ermitage line. This locks the hexagram into place and ends the time block.

10am-12pm (Gabriel)
Hotel

UPSTAIRS HALL

Enter Wilkes's Room (number 23).

ROOM 23

Watch the scene. Gabriel ends up back in the hall.

STAFF SUPPLY CLOSET

Talk to Roxanne. She lets Gabriel into Wilkes's room.

WILKES'S ROOM

Look at the open window.

MOSELY'S ROOM (ROOM 33)

Knock to enter. Talk to Mosely about Grace.

MOPED COURTYARD

Ride the Harley to L'Homme Mort.

L'Homme Mort

Look at the footprints near the back of the area. Gabriel automatically follows the rear path to ...

Behind L'Homme Mort (Dead Wilkes!)

Search Wilkes's body to find a letter. Look at the pool of blood behind the big rocks. Look at the knee indentations. Return to the Harley and ride to Poussin's Tomb.

poussin's tomb

Talk to Emilio.

hotel

UPSTAIRS HALL

Try to open the door to Room 25. Gabriel catches Mosely slinking out. After Mosely returns to his room, Madeline follows him in.

ROOM 25

Scan Larry Chester/Sinclair's fingerprint into SIDNEY. Link the fingerprint file to Larry's suspect file.

Larry Chester's House

Knock on the door to enter. Talk to Larry. Open the front door to exit.

hotel

UPSTAIRS HALL

Try to open the door to Gabriel's room (Room 25). This triggers a scene in which Madeline exits Mosely's room. Move the camera after Madeline as she returns to her room. When she passes Room 21, watch Buchelli spy on her. Open the door to Room 25.

ROOM 25

Talk to Grace. After all topics are exhausted, Gabriel hears Prince James arrive and discovers that the manuscript is missing. This ends the time block.

12pm-3pm (Grace)

Hotel

UPSTAIRS HALL

The first time Grace steps into the hall, move the camera down the hall and watch Buchelli sneak from Madeline's Room, number 29, to his own room, number 21. Go back into Room 25.

ROOM 25

Type on the laptop to fire up SIDNEY.

SIDNEY

Open the new e-mail: RE: TEMPLE OF SOLOMON to view the Temple of Solomon layout. Open the MAP file. Enter points at the two places where the third horizontal grid line from the north intersects the fourth and sixth vertical gridlines. Enter points at the two places where the seventh horizontal grid line from the north intersects the fourth and sixth vertical grid lines. Analyze to draw the temple walls. Enter a point on the grid line intersection at Pech Cardou to mark "the Site." (The grid lines mark this spot exactly.) Exit SIDNEY.

DINING ROOM

Listen to Lady Howard and Estelle talk about Egyptian artifacts. Talk to Lady Howard and Estelle.

moped courtyard

Drive the Harley to the northeast arm of the hexagram.

Northeast Arm of Hexagram (Back of Mount Cardou)

Pick up the note stuck to the fence. Ride the Harley to the southwest arm of the hexagram.

southwest arm of hexagram

(Near Le Bec)

Use Mosely's coordinate device on Grace to get the device interface. Walk Grace up the hill to the pile of rocks under the low overhang—that is, to 2 degrees, 16' 45" longitude and 42 degrees, 55' 12" latitude. Pick up the red handkerchief. Use your shovel on the pile of rocks. Pick up the note taped to the left-side wall of the cave entrance (the note is half hidden, so look carefully). Ride the Harley to “the Site.”

blanchefort and cardou parking lot

Riding to “the Site” puts you in the Chateau de Blanchefort parking lot. Cross the road and the footbridge to follow the path to Mount Cardou.

mount cardou: “the site”

Use Mosely's coordinate fixing device on Grace to get the device interface. Walk Grace near the rocks to the right to find 2 degrees 19' 39" longitude, 42 degrees 56' 06" latitude. Use the shovel on the X-marked spot. Pick up the note tacked to the nearby tree. Go back down to the parking lot, then cross the road and climb up to the Chateau de Blanchefort ruins.

chateau de blanchefort ruins

In Inventory, use the binoculars to get the binocular interface. Center the binocular view on the bright orange rock just to the right of Mount Cardou. Click on ZOOM 50X to see Buchelli's moped. (The orange rock becomes an active site on the valley road map.) Return to the Harley and drive to the orange rock.

orange rock

Walk Grace around the orange rock to find the freshly dug dirt. Use the shovel to dig up the manuscript. Use the fingerprint kit to lift three sets of prints off the manuscript.

lady howard and estelle's site

Talk to Lady Howard and Estelle about the treasure. Drive the Harley back to the moped courtyard.

Tour Magdala (Top)

Chat with Madeline.

Hotel

LOBBY

Watch the scene with Prince James. Chat with Emilio in the lounge.

ROOM 25

Type on the laptop to access SIDNEY.

SIDNEY

Scan in the three fingerprints lifted from the manuscript. Run a MATCH ANALYSIS on all three prints. Scan the "Sum" note into SIDNEY. Translate the SUM_NOTE file. Open and translate the ARCAD_TXT file. Add "SUM" to the ARCAD_TXT file. Analyze the ARCAD_TXT file. Select ANAGRAM PARSER and choose the Latin words ARCAM (TOMB), TANGO (I TOUCH), and DEI (GOD) from the list. Open the MAP file. Enter a point at the "serpent's head," near Peyrolles and at the "serpent's tail," near Chateau de Serres. Enter a few points along the ravine between head and tail. Analyze to draw the "serpent." Exit SIDNEY to end the time block.

3pm-6pm (Gabriel)

Hotel

DINING ROOM

In order, select MOSELY, MADELINE BUTHANE, VITTORIO BUCHELLI, and BURYING IT.

ROOM 25

Talk to Grace.

villa bethania

Knock on the front door. Talk to Prince James.

Tour Magdala

Talk to the Abbé.

Lady Howard and Estelle's site

Lift Estelle's fingerprint off the water bottle in the moped sidecar. At the site, chat with Estelle. Drive back to the moped courtyard.

Hotel Room 25

Scan Estelle's fingerprint into SIDNEY and link it to her suspect file. Go back to the moped courtyard and drive to Chateau de Serres.

chateau de serres

COURTYARD

Climb the gate. Watch the automatic scene. Gabriel ends up back in the courtyard. Open the garage door to enter.

GARAGE

Turn on the garage light switch. Inspect the ceiling. Gabriel hustles out of the garage and the time block ends with a final scene.

6pm-9pm (Grace)

Hotel

ROOM 25

Type on the laptop to access SIDNEY.

SIDNEY

Open the new e-mail message, RE: HERMETICAL SYMBOLS. Select SUSPECTS and open the LSR_PRNT file. Run a MATCH ANALYSIS to learn the print belongs to Estelle. Exit SIDNEY.

LOBBY

Talk to Estelle and ask about "Le Serpent Rouge." Ask about Egyptian artifacts. This takes you up to Estelle's room.

ESTELLE'S ROOM (ROOM 31)

Watch the automatic scene.

UPSTAIRS HALL

When Grace leaves Estelle's room, Emilio exits his own room and heads downstairs. Follow Emilio to the churchyard cemetery.

churchyard cemetery

Grace automatically hides behind the big tomb to eavesdrop on Emilio and Mesmi's meeting.

Hotel: Emilio's Room (Room 27)

Knock on the door to enter and listen to Emilio's long story.

9pm-Midnight (Gabriel)

Hotel (Room 25)

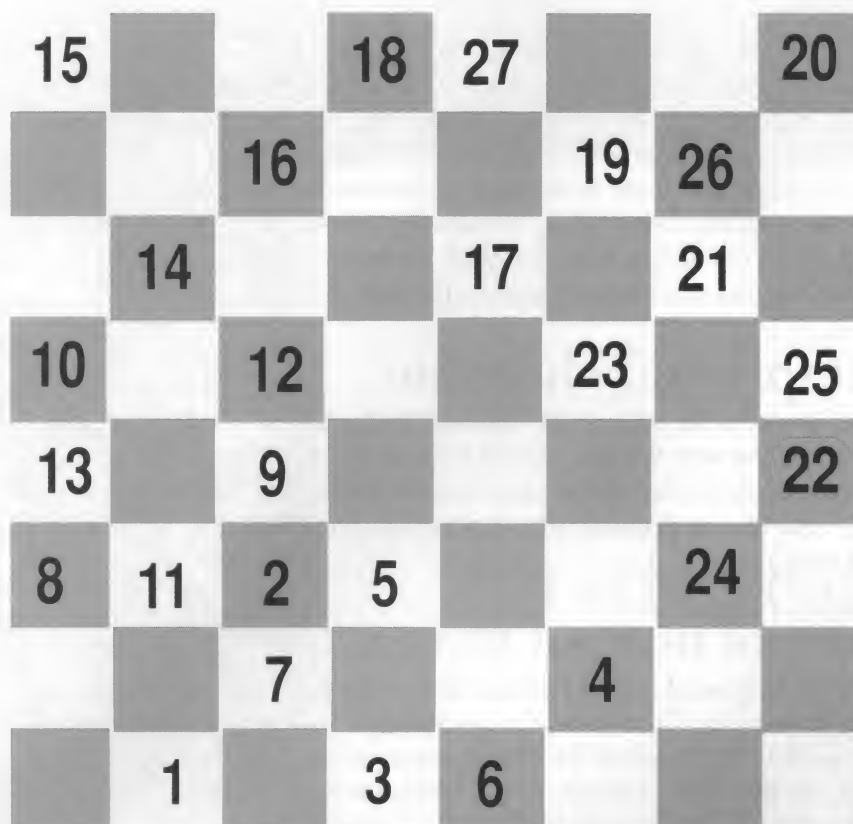
Watch Gabriel, Grace, Mosely, Emilio, and Mesmi make plans.

cave entrance

Watch the search team enter the Porch area of the temple.

temple porch

Jump from tile to tile in the following order:



CHESSBOARD TILE PUZZLE SOLUTION

temple circle chamber

Jump onto the ramp one green tile behind any of the figure-engraved tiles. Click on the pendulum blade when you get the Grab cursor (a grabbing hand) just *before* the blade enters the left wall slot; Gabriel leaps onto the pendulum. To reach the podium below, click on the podium just as the pendulum reappears at the edge of the screen during its downswing. Put the infinity symbol, the egg, and the pomegranate onto the scale.

Hotel: Room 25

Listen to Emilio's story.

temple hexagram chamber

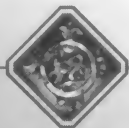
Go to the niche with the gloves and pick up the leather glove. Go to the niche with the two basins and inspect the fire basin for a close-up. In the basin close-up, pick up the stone from the fire. Go to the niche with the two statues and put the stone in the hand of the demon. In the "mirror" niche, turn the podium's switch left to activate the buttons on the niche across the room. Go to the button niche and push the button with the yin/yang symbol. Gabriel automatically exits to the next chamber.

temple veil chamber

Walk Gabriel to the edge of the "missing" bridge on the left. Click on the nearby tile just as it appears; Gabriel hops to that tile. Continue hopping from tile to tile as they appear until Gabriel reaches the far side of the chasm. (Hop onto tiles *immediately* after they appear. You can hop as far as two rows away.)

temple holy of holies

Click on the ground near the sarcophagus at the back of the room. Gabriel backs to that spot. Climb onto the sarcophagus. Use the Schattenjäger talisman on the demon. When the demon raises its head, use the Schattenjäger dagger on the demon's throat. Done! Watch the final automatic scenes.





part 3

Reference

chapter 7.

GK3 points List

These tables describe where and how you score points for the entire game. You don't need to get a perfect score to finish. The tables show the actions you can take and the point value for each.

DAY 1, 10 am (Gabriel)

Gabe's Room

PICK UP the piece of masking tape in dresser	2
PICK UP the hanger in dresser	2

Hotel Dining Room

ENTERING ROOM causes "meet Mosely" scene	4
------------------------------------------	---

Hotel Lobby

READ entry in register inset (first time only)	2
TALK to Jean about TOUR GROUP	2
TALK to Jean about TWO MEN second time	2
TALK to Emilio to INTRODUCE yourself (either before or after Mosely)	2
TALK to Emilio about CHECK-IN	2

Hotel phone Booth Room

USE PRINCE JAMES'S CARD on phone	4
----------------------------------	---

Hotel exterior

TALK to Madeline about CHECK IN second time	2
TALK to Madeline about TOUR GROUP first time (chatted or not chatted)	2
LOOK at Holy Grail book in bookshop window (first time only)	2

Museum Entry

TALK to Madame Girard to INTRODUCE yourself	2
TALK to Madame Girard about TREASURE second time	2
TALK to Madame Girard about HOLY GRAIL	2

Museum display Room

OVERHEAR Lady Howard and Estelle	2
TALK to Lady Howard and Estelle to INTRODUCE yourself	2
TALK to Lady Howard and Estelle about TREASURE	2

Total for Day 1, 10 am: 40

Day 1, 12 pm (Gabriel)

Hotel lobby

EXIT to dining room to overhear Buthane and Wilkes in dining room	2
-------------------------------------------------------------------	---

Hotel dining Room

TALK to Wilkes to INTRODUCE yourself	2
--------------------------------------	---

hotel hall

WATCH scene of Emilio and Lady Howard and Estelle changing rooms 2

church

WATCH scene between Abbé and Buchelli when you enter 2
 TALK to Abbé to INTRODUCE yourself 2
 TALK to Abbé about TEMPLARS 2
 TALK to Abbé about CHURCH second time 2
 TALK to Abbé about HOLY GRAIL first time 2
 TALK to Abbé about MAGDALEN second time 2
 TALK to Buchelli to INTRODUCE yourself 2
 TALK to Buchelli about CHECK-IN 2
 TALK to Buchelli about TREASURE 2

Asked Buchelli about Check-In (Middle of Time Block Change)

Mosely's Room

TALK to Mosely about CASE 2
 TALK to Mosely about GRACE 2
 TALK to Mosely about SCHATTENJÄGER 2
 SNEAK to door to catch Emilio in the hall 5

hotel hall

PICK UP the glass Emilio leaves in the hall 2

Total for Day 1, 12 pm: 37

Running total: 77

Day 1, 2 pm (Gabriel)

moped courtyard

TALK to guy at the counter about renting a bike 2
 Use DISGUISE on Gabe. He'll rent his bike. 10

Museum

PICK UP cap in Lost Items box 2

cemetery

PICK UP spray bottle 2

Behind church (Rennes-le-Chateau Street #3)

Use MASKING TAPE on the hole cat went through in shed 2
 Use SPRAY BOTTLE on cat and it will run through door 2
 (first time only)
 PICK UP tape from shed door. Black fur goes into Inventory. 2

Hotel lobby

PICK UP candy (first time only) 2
 TALK to Lady Howard and Estelle about the room change 2
 PUSH buzzer for room 33 (first time only) 2
 PICK UP black pen from desk 2

Blood of the Sacred GABRIEL KNIGHT 3 Blood of the Damned

Hotel Hall

- Use CANDY on table under "street" painting (first time only) 2
 PICK UP on Mosely to steal his passport 5

Mosely's Room

- PICK UP gold coat 2

Hotel Dining Room

- PICK UP syrup on buffet table 2

Inventory

- Use PEN on passport to draw moustache 2
 Complete "Mosely disguise" in Inventory 5

Map

- Follow Wilkes to L'Ermitage. Site becomes active. 2
 Follow Buthane to Coume Sourde. Site becomes active. 2

L'Ermitage

- TALK to Wilkes to INTRODUCE yourself (2)
 if not done at Day 1, 12 pm under total for
 Day 1, 12 pm
 TALK to Wilkes about HOLY GRAIL 2
 TALK to Wilkes about TREASURE first time 2
 TALK to Wilkes about MACHINE third time 2

L'Ermitage parking

Use NOTEBOOK on Wilkes's moped license 2

chateau de blanchefort top

ZOOM IN on Coume Sourde and watch Madeline look for treasure 5

couiza Train station exterior

Use WALLET on taxi driver twice 5

couiza Train station interior

TALK to Marci about TRAIN FROM NAPLES 2

TALK to Marci about OTHER ARRIVALS 2

THINK about ARRIVALS on board (message about no Naples route) 2

Total for Day 1,2 pm: 76

Running total: 153

note

COUIZA AND LARRY'S HOUSE CAN
BE SWAPPED IN 2 PM AND 4 PM.

blood of the damned
GABRIEL KNIGHT 3
 blood of the sacred

Day 1, 4 pm (Gabriel)

L'Homme Mort

TALK to Mosely—CHAT second time ("dead man") 2

L'Homme Mort parking lot

Use NOTEBOOK on Mosely's license plate to get his number 2

c. de blanchefort top of mountain

ZOOM IN on L'Homme Mort. WATCH Mosely and Buthane collide. 5

blanchefort parking area

Use NOTEPAD on Emilio's moped to write down number 2

Use notepad on Wilkes's license plate (2)
 to get number if not done at Day 1, 2 pm under total for
 Day 1, 2 pm

Roque Negre

TALK to Wilkes to INTRODUCE (2)
 yourself if not done at Day 1, under total for
 12 pm or Day 1, 2 pm Day 1, 12 pm

TALK to Wilkes about HOLY GRAIL (2)
 if not done at Day 1, 2 pm under total for
 Day 1, 2 pm

TALK to Wilkes about TREASURE first
time if not done at Day 1, 2 pm

(2)
under total
for Day 1, 2 pm

TALK to Wilkes about MACHINE third
time if not done at Day 1, 2 pm

(2)
under total
for Day 1, 2 pm

cemetery

Overhear Abbé and Buthane

5

Larry's House Exterior

KNOCK and get admitted to house (first time only)

2

Larry's House Interior

TALK to Larry about HOLY GRAIL second time

2

TALK to Larry about RENNES-LE-CHATEAU

2

TALK to Larry about TEMPLARS first time

2

TALK to Larry about TEMPLARS second time

2

TALK to Larry about TREASURE second time

2

Total for Day 1, 4 pm: 28

Running total: 181

note

COUIZA AND LARRY'S HOUSE CAN
BE SWAPPED IN 2 PM AND 4 PM.

Blood of the Sacred GABRIEL KNIGHTS Blood of the Damned

Day 1, 6 pm (Gabriel)

cemetery

HIDE behind the large tomb	5
Overhear Abbé phone conversation (OPEN on window if not ready open)	2
Use TAPE RECORDER on window to record conversation	5

Hotel dining room

Overhear conversation between Buchelli and Wilkes	2
---------------------------------------------------	---

Hotel lobby

TALK to Simone about CHECK-IN	2
TALK to Simone about TWO MEN TRUNK	2

Map

FOLLOW two men's car to Larry's house	2
---------------------------------------	---

Larry's House exterior

HIDE behind tree	5
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Rennes-le-bains exterior

Use NOTEBOOK on Buchelli's license plate get number	2
Use NOTEBOOK on Wilkes's license plate to get number if not done at 2 pm or 4 pm	(2)

under total for
Day 1, 2 pm

moped courtyard

Successfully get the license plate number
off of Lady Howard and Estelle's moped 2

gabe's room at hotel

TALK to Grace and Mosely about PRINCE JAMES'S MEN 2

TALK to Grace and Mosely about the ABBÉ 2

Get handshake correct 5

Total for Day 1, 6 pm: 38

Running total: 219

Day 2, 7 am (Grace)

gabe's room at hotel

PICK UP fingerprint kit 1

SIDNEY

Search on VAMPIRES or equivalent (first time only) 1

Search on HOLY GRAIL or equivalent (first time only) 1

hotel hall

PICK UP the book near the door 2

Hotel Dining Room

TALK to Buthane about the TOUR GROUP 2

Tour Magdala Top

TALK to the Abbé to INTRODUCE yourself 2

poussin's Tomb

Madeline pulls out the postcard/painting 2

Madeline mentions "Et in Arcadia Ego" 2

Use SKETCHPAD to write down Emilio's doodle ("SUM") 4

chateau de blanchefort top

Madeline says the Chateau was in Templar hands 2

Overhear Buthane and Wilkes 2

Overhear Lady Howard and Estelle 2

TALK to Buthane about LE SERPENT ROUGE 2

TALK to Wilkes about FLIRT 2

TALK to Mosely about GABRIEL 2

TALK to Mosely about TREASURE 2

Total for Day 2, 7 am: 31

Running total: 250

Day 2, 10 am (Gabriel)

Gabe's Room at Hotel

PICK UP fingerprint kit 1

Madeline's Room

When maid goes into the bathroom, EXIT to balcony 4
 ALTERNATE PATH: Enter first time from balcony/roof puzzle (2)
 TURN LOCK on Buthane's door so you can reenter (first time only) 2
 PICK UP the map in dresser 2
 Under the bed is a case. MOVE UP case to put it on bed. 2
 Use FINGERPRINT KIT on gun to lift a print 2
 Put map back in drawer 1

Lady Howard's Room

When maid goes into the bathroom, EXIT to balcony 4
 ALTERNATE PATH: Enter first time from balcony/roof puzzle (2)
 TURN LOCK on door so you can reenter (first time only) 2
 SEARCH on BED and Gabe will find a folder and 2
 put it on top of the bed
 PICK UP the two parchments in the folder. They go into Inventory 2
 Put two parchments back in folder and put folder under bed again 1

Lady Howard's Bathroom

PICK UP the tube of "Suppuration H" 2
 Take fingerprints from Lady Howard's mirror 2

emilio's ROOM

When maid goes into the bathroom, UNLOCK dumbwaiter door	2
ENTER room first time from dumbwaiter	4
SEARCH on the bed to reveal a piece of linen cloth under the pillow	2

Buchelli's ROOM

When maid goes into the bathroom, UNLOCK dumbwaiter door	2
ENTER room first time from dumbwaiter	4
OPEN dresser drawer and Gabe will SEE a priest's collar	2
SEARCH the pants in the drawer to find the ticket stub	2
USE FINGERPRINT KIT on Buchelli's suitcase to get fingerprint	2

wilkes's ROOM

When maid goes into the bathroom, UNLOCK dumbwaiter door	2
ENTER room first time from dumbwaiter	4
INSPECT or READ the letter on the desk (first time only)	1

Hotel Lobby

TALK to Jean about FOOD to get permission to enter kitchen	2
------------------------------------------------------------	---

Hotel kitchen

CLIMB INTO dumbwaiter (first time only on either of the dumbwaiters)	2
-------------------------------------------------------------------------	---

rennes-le-chateau cemetery

USE SUPPURATION H on window	2
OPEN on window after using Suppuration H and Gabe climbs in	2

abbé's office

PICK UP MAGAZINE in drawer to look through it	2
Use FINGERPRINT KIT on cigarette pack to get Abbé's print	2

SIDNEY

ADD DATA—the two parchments and the map at 1 point each	3
ADD DATA—the Abbé's tape from Day 1, 6 pm	1
ADD DATA—fingerprints (Howard's, Buthane's, the Abbé's, Buchelli's) at 1 point each	4
ADD DATA—license plates (Howard's, Emilio's, Wilkes's, Buchelli's, Mosely's) at 1 point each	5
TRANSLATE the Abbé's tape from French to English	3
LINK fingerprints to the correct suspect name for 1 point each	4
LINK license numbers correctly (first time only)—Wilkes's, Emilio's, Mosely's, Buchelli's, to Howard OR Estelle (whichever is first) for 1 point each	5

Total for Day 2, 10 am: 93

Running total: 343

Day 2, 12 pm (Grace)

chateau de serres wine tasting barn

CHAT with Abbé (learn Montreaux's name) 2

chateau de serres courtyard

CLIMB on the back wall to get up to vines (first time only) 2

CLIMB on vines and enter attic 4

OPEN cellar doors to enter by ALTERNATE PATH (if needed) (2)

chateau de serres attic

OPEN trunk. Grace will think she sees a baby and scream 2

HIDE in the wardrobe 2

MOVE blanket in trunk to see doll (first time only) 2

Use SKETCHPAD to write down the symbols on the robes 2

chateau de serres library

FINGERPRINT book on immortals (get print) 2

READ or PICK UP book on immortals (first time only) 2

MOVE the stool or chair under portrait (first time only) 2

Get CLOSE UP of Montreaux's eye in portrait (first time only) 2

Locate the switch under the desk and FLIP it (first time only) 2

Adjust the five heads so that they form a pentagram in the air 5

chateau de serres wine room

Scene ENTER from either direction (Grace says it's just a machine)	2
TALK to the old lady	5

Total for Day 2, 12 pm: 38

Running total: 381

Day 2, 2 pm (Gabriel)

hotel hall

Use GLASS at Madeline's door/overhear conversation in French (first time only)	2
Use GLASS at Lady Howard's room (first time only)	2

hotel lobby

CHAT with Wilkes about the dead guys	2
Scene ENTER—Emilio and Estelle collide near stairs	2
Use FINGERPRINT KIT on Wilkes's dirty glass to take fingerprint	2
Use FINGERPRINT KIT on Buchelli's dirty glass to take fingerprint (No points are given for Buchelli's print if you took it earlier.)	(2)
Ask JEAN to give you a WAKEUP CALL for 2 am	2

hotel phone room

Overhear Buchelli conversation	2
USE TAPE RECORDER to record Buchelli conversation	5
Use PRINCE JAMES'S CARD on phone to call Prince James	5

gabe's room in hotel

TALK to Grace/Mosely about the ABBÉ	2
TALK to Grace/Mosely about PRIORY	2
TALK to Grace/Mosely about BLOODLINE second time	2
TALK to Grace/Mosely about TREASURE	2
TALK to Grace/Mosely about HOLY GRAIL	2
Use FINGERPRINT KIT on Mosely's pop bottle and get print	2

SIDNEY

ADD DATA—new fingerprints (Wilkes's, others' if not done earlier get 1 point apiece now also)	1
ADD DATA—Buchelli's tape from phone room	1
LINK fingerprints to correct suspect (Wilkes's, others' if not done earlier) for 1 point each	1
TRANSLATE Buchelli's tape from Italian to English	3
Make ID for Gabe and PRINT (first time only for any of those you can print)	2

note

IF PLAYER ALREADY HAS
BUCHELLI'S PRINT IN SIDNEY, NO
POINT IS GIVEN.

note

IF PLAYER ALREADY HAS
BUCHELLI'S PRINT LINKED, NO
POINT IS GIVEN.

Tour magdala

TALK to the Abbé about DEAD GUYS first time 2

Armchair of the devil

Scene ENTER—talk to Mosely (first time only) 2

On “who dunnit,” answer VAMPIRES (only if first choice) 2

THINK on dead faces first time 2

Locate blood pool off to one side of the armchair (first time only) 5

Get first vision of VAMPIRES 2

Get second vision of VAMPIRES 2

Armchair parking lot

LOOK on tire tracks on other side of the road (first time only) 2

Armchair across the road

Scene ENTER—first time only (find car) 2

Use NOTEPAD on tires of the two freemasons’ car to copy tread pattern 2

Larry’s House interior

TALK to Larry about DEAD GUYS second time 2

Talk to Larry about DEAD GUYS third time 2

Talk to Larry about HANDSHAKE 4

(after dead guys three times)—OR—scene complete
(points given when Gabe says “Are you a freemason?”)

Larry's House exterior

Use hanger on window to get time off alarm clock 7

Map

Follow Estelle; Wen's Site becomes active 2

Lady Howard and Estelle's site

Talk to Estelle about LADY HOWARD 2

Talk to Estelle about SITE second time 2

chateau de serres exterior

Use tire tread on tire marks to match them—first time only 2

chateau de serres courtyard

Use reporter ID to see Montreaux 5

chateau de serres barn

TALK to Montreaux about HOLY GRAIL 2

TALK to Montreaux about MURDER 2

TALK to Montreaux about VITICULTURE second time 2

TALK to Montreaux about VITICULTURE third time 2

Total for Day 2, 2 pm: 105

Running total: 484

Day 2, 5 pm (Grace)

Hotel Hall

PICK UP glass from tray outside Lady Howard and Estelle's room 2

Hotel Lobby

Scene ENTER—see scene in which Gabe and Mosely leave for Renne-le-Bains 2

Scene ENTER—see bridge start scene 2

Hotel Dining Room

Overhear Gabe and Mosely 5

Museum

PICK UP manila envelope taped to museum door 2

Inventory

Use FINGERPRINT KIT on envelope in Inventory (get print) 2

Church

PICK UP new English pamphlet on table 2

TRACE on statue to form a tilted square (only first-time player does it) 2

Abbé's office

TALK to Abbé about SUNRISE LINE	2
TALK to Abbé about MAGDALEN STATUES	2

SIDNEY

ADD DATA—Montreaux's print	1
ADD DATA—Le Serpent Rouge unknown print #1	1
ADD DATA—the hermetical symbols from Serres	1
LINK Montreaux's print to his suspect profile	1
ANALYZE symbols from Serres (first time only)	2
Put sunrise line on map (solve Aquarius)	5
EXTRACT ANOMALIES from parchment #1 and enter FRENCH language (first time only)	2
EXTRACT ANOMALIES from parchment #2 and enter FRENCH language (first time only)	2
VIEW GEOMETRY on parchment #2 and get square and circle shapes (first time only)	4
VIEW GEOMETRY on parchment #1 and get triangle shape (first time only)	2
VIEW ROTATION from parchment #2 (first time only)	2
Put CIRCLE on map correctly (solve Pisces)	5
Do a search on subject: QUATERNITY (first time only)	1
Do a search on subject: ST. MICHAEL (first time only)	1
Do a search on subject: PYTHAGORAS (first time only)	1
Put square shape on map and size to circle (solve Aries)	5
Put Serres/Meridian line on map	2
Rotate square to line up with Serres/Meridian (solve Taurus)	5
Do a search on subject: ASMODEUS (first time only)	1
Do a search on subject: CHESSBOARD (first time only)	1
Do a search on subject: DUALITY (first time only)	1
Put grid correctly on map (solve Gemini and Cancer) (first time only)	5

Total for Day 2,5 pm: 74

Running total: 558

Day 3, 2 am (in ME as Day 2, 2 am) (Gabriel)

Larry's House Exterior

HIDE behind tree in yard 5

Larry's Hiding place

After Larry leaves, use SHOVEL on the dirt pile to get manuscript 4

Blanchefort parking Area

USE Harley and see black sedan 2

Inventory

Use FINGERPRINT KIT on manuscript to get Larry's fingerprint 2

L'Homme Mort

TALK to Mosely 2

Total for Day 3, 2 am: 15
Running total: 573

Day 3, 7 am (Grace)

Gabe's Room

LOOK at or READ manuscript. Grace will
 take a look at it (first time only). 2

PICK UP Gabe's bike keys from table 2

Hotel Hall

Use MOSELY'S ROOM KEY on Mosely's door to open it
 (first time only) 2

Mosely's Room

MOVE on clothes pile to uncover coordinate device 4

Hotel Dining Room

CHAT with Buchelli 2

L'Homme Mort

CHAT with Buthane 2

Museum

Use WALLET on postcards to buy three postcards
 (1 point each) 3

moped courtyard

PICK UP binoculars from Lady Howard and Estelle's moped 2

L'Ermitage

PICK UP note in cave 2

Use COORDINATE FIXING DEVICE and mark the "x" 2

Use SHOVEL to dig at the "x" 2

Use Tenier's "St. Anthony and St. Paul" on rock outcropping (first time only) 5

Click POINT-UP verb on CAVE (first time only) 2

SIDNEY

ADD DATA and scan in the three postcards (1 point each) 3

SEARCH on SOLOMON (first time only) 1

VIEW WORDS from Poussin analysis and save "Et in Arcadia" 2

VIEW WORDS from Tenier's analysis and get Temple of Solomon hint 2

VIEW GEOMETRY on Poussin painting and get hexagram (first time only) 2

Put L'Ermitage/Poussin's Tomb line on map (solve Leo) 5

SEARCH on ST. VINCENT (first time only) 1

SEARCH on TEMPLE OF SOLOMON (first time only) 1

SIDNEY sends off e-mail to get a copy of the floor plan (first time only) 2

Put temple walls on map (solve Virgo) 5

SEARCH on SOUL (first time only) 1

SEARCH on HEXAGRAM (first time only) 1

SEARCH on SEAL (first time only) 1

Put hexagram on map (solve Libra) 5

Total for Day 3, 7 am: 64

Running total: 637

DAY 3, 10 am (Gabriel)

Hotel Hall

WALK near door to overhear Jean/maid	2
ENTER Wilkes's room/see Jean and Roxanne in there	2
See Mosely sneak from Gabe's room	2
See Madeline exit Mosely's room	2

supply closet

Get Roxanne to let you into Wilkes's room (first time only)	2
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Mosely's Room

TALK to Mosely about GRACE	2
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Hotel Lobby

CHAT with Jean about Wilkes (only if you didn't enter Wilkes's room)	1
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L'Homme Mort

LOOK at the footprint (first time only)	2
-----------------------------------------	---

wilkes's dead place

Scene ENTER (first time only)	5
PICK UP letter from Wilkes's pocket	2
Find blood pool and LOOK at it (first time only)	1
LOOK on knee indents (first time only)	1

poussin's tomb

CHAT with Emilio	2
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SIDNEY

ADD DATA—Larry's fingerprint	1
LINK Larry's print to his suspect profile	1

Larry's study

TALK to Larry about MONTREAU	2
TALK to Larry about THRONE	2
TALK to Larry about RENNES-LE-CHATEAU	2

gabe's room in hotel

TALK to Grace about HOLY GRAIL	2
TALK to Grace about PRINCE JAMES	2
TALK to Grace about THRONE	2
TALK to Grace about BLOODLINE	2

Total for Day 3, 10 am: 41

Running total: 678

Day 3, 12 pm (Grace)

Hotel Hall

See Buchelli sneak from Buthane's room 2

SIDNEY

Open new e-mail from SIDNEY about new temple diagram file (first time only) 2

Put the temple divisions on map 5

Put the site on map (solve Scorpio) 5

Hotel Lobby

Overhear Prince James/Jean 2

Hotel Dining Room

Overhear Lady Howard and Estelle conversation about Egyptian artifacts 2

Back of Mount Cardou

PICK UP clue note from fence 2

Le Bec

PICK UP Wilkes's handkerchief	2
PICK UP clue note from cave entrance	2
Use COORDINATE DEVICE to find cave (first time only)	2
Use SHOVEL to uncover cave	5

Mount Cardou front

Use coordinate fixing device to mark the "x"	2
Use SHOVEL to try digging there	2
PICK UP note	2

Blanchefort

Use Binoculars to see Buchelli's bike at orange rock	5
------------------------------------------------------	---

Big Orange Rock

Use SHOVEL on dirt to dig up manuscript	2
Use FINGERPRINT KIT on manuscript and get prints (2 points each)	6
PICK UP manuscript	2

Wen's site

TALK to Lady Howard and Estelle about TREASURE	2
------------------------------------------------	---

SIDNEY

ADD DATA of the "SUM" note from Poussin's Tomb	1
Translate the "SUM" file from Latin to English (it means "I AM")	2
Translate "Et in Arcadia Ego" from Latin to English and add SUM	5
Complete Anagram of "Et in Arcadia Ego Sum" (solve Ophiuchus)	20
Put the serpent on map (solve Sagittarius)	5
Scan all bloodline manuscript prints into SIDNEY	3
(1 point each)—will have Buthane's, Mosely's, Buchelli's	
MATCH ANALYSIS and find link for each print	3
(1 point each for Buthane's, Mosely's, Buchelli's)	

Total for Day 3, 12 pm: 93

Running total: 771

Day 3, 3 pm (Gabriel)

Hotel Dining Room

Denouement: answer first thief correctly (Mosely)	2
Denouement: answer first thief correctly (Buthane)	2
Denouement: answer first thief correctly (Buchelli)	2
Denouement: give correct answer regarding what they did with it (they buried it)	2
Denouement: have manuscript but didn't dust for print or didn't match them. Get "DENOUEMENT PART E NO PRINTS."	(2)
Denouement: have manuscript, did dust for prints and matched 2. Get "DENOUEMENT PART E PRINTS."	10
Denouement: have seen Buchelli's collar and ticket stub. Get "DENOUEMENT PART F"	10

big orange rock

If you didn't dig up manuscript at Day 3, 12 pm, dig it up now. See points for Day 3, 12 pm

villa bethania exterior

Scene ENTER (return manuscript)	2
TALK to Prince James about BLOODLINE	2
TALK to Prince James about NEGOTIATIONS	2
TALK to Prince James about VITICULTURE	2

tour magdala

TALK to the Abbé about TREASURE	2
TALK to the Abbé about MONTREAUX	2
TALK to the Abbé about EXCAVATIONS	2
TALK to the Abbé about THRONE	2

wen's site parking

Get Estelle's fingerprints off her water bottle on the bike	2
-------------------------------------------------------------	---

SIDNEY

ADD DATA—Estelle's fingerprint	1
LINK Estelle's fingerprint to Estelle in Suspects	1

Blood of the Sacred GABRIEL KNIGHT3 Blood of the Damned

chateau de serres exterior

CLIMB the gate

5

chateau de serres courtyard

OPEN garage door

2

chateau de serres garage

INSPECT bats on ceiling

2

Total for Day 3, 3 pm: 57

Running total: 828

Day 3, 6 pm (Grace)

moped courtyard

If Gabe didn't take and scan in Estelle's fingerprint in the last time block, do it now (see Day 3, 3 pm for points).

note

IF GABE HAS TAKEN IT BUT NOT
SCANNED IT IN, GRACE CAN TAKE
IT BUT GETS NO POINTS.

SIDNEY

Match unknown fingerprint from Le Serpent Rouge to Estelle (first time only)	4
Open e-mail from SIDNEY regarding the symbols from Serres (first time only)	5

hotel lobby

TALK to Estelle about LE SERPENT ROUGE	2
TALK to Estelle about EGYPTIAN ARTIFACTS after asking about Le Serpent Rouge	2

Howard's Room

Grace sees photo of vampire cup and takes it	5
----------------------------------------------	---

Rennes-le-chateau cemetery

HIDE behind tomb and watch Emilio and Mesmi's meeting	10
-------------------------------------------------------	----

hotel hall

KNOCK on Emilio's door and he lets you in	5
-------------------------------------------	---

Total for Day 3,6 pm: 33

Running total: 861

Blood of the sacred

GABRIEL KNIGHT3

Blood of the damned

Day 3, 9 pm (Gabriel)

temple porch

Solve CHESSBOARD puzzle

10

temple circle chamber

GRAB the pendulum successfully (first time only)

5

DROP onto platform (first time only)

5

Place correct symbols on scale to cause the door to open

10

temple hexagram chamber

Radio Grace (about Solomon)

2

PICK UP either glove (first time only)

2

Use LEATHER GLOVE on bowl of fire to grab stone

5

Place STONE in the hand of the DEMON figure

5

SELECT the mirror in which Gabe looks dead (first time only)

5

Select the YIN/YANG symbol (first time only)

5

Door opens to veil chamber

5

temple veil chamber

Solve bridge puzzle

10

temple holy of holies

Use Radio to ask Grace about the demon

5

Get on sarcophagus

5

Kill demon

25

Total for Day 3, 9 pm:

104

Running total: 965

chapter 8

important items list

The following tables list all of the game's important items and their locations for both Gabriel and Grace.

gabriel's list

ITEM	LOCATION
Candy	Hotel lobby (dish on table)
Cap	Museum (Lost Items box)
Cat hair	Behind church (hole in door)
Hanger	Room 25 (dresser)
Leather glove	Temple hexagram chamber
Magic marker	Hotel lobby (front desk)
Manuscript, Larry's	Behind Larry's house
Map	Room 29 (dresser drawer)
Masking tape	Room 25 (dresser)
Mosely's coat	Room 33
Mosely's passport	Hotel hall (pick Mosely's pocket)
Parchments (folder)	Room 31 (under bed)
Reporter ID	Room 25 (SIDNEY)
Shovel	Comes with Harley
Spray bottle	Church cemetery (window sill)
Stone	Temple hexagram chamber (fire basin)
Suppuration H	Room 31 (bathroom)
Syrup packet	Hotel dining room (buffet table)
Ticket stub (Buchelli's)	Room 21 (dresser drawer)
Water glass	Hotel hall (table)

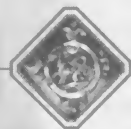
Grace's List

ITEM

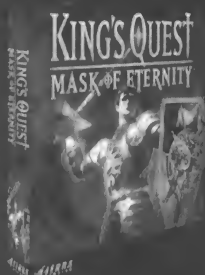
Binoculars
 Book on Holy Grail
 Church pamphlet
 Doodle, Emilio's
 Fingerprint kit
 Handkerchief, Wilkes's
 Keys to Harley
 Manila envelope (Le Serpent Rouge)
 Manuscript, Larry's
 Mosely's Device
 Note, Behind Mt. Cardou
 Note, L'Ermitage
 Note, Near Le Bec
 Note, "The Site"
 Postcard of paintings (3)
 Shovel
 Water glass

LOCATION

Moped courtyard (Lady Howard's moped)
 Hotel hall
 Church (table)
 Poussin tomb (use sketchpad)
 Room 25 (desk)
 SW Arm hexagram (near cave)
 Room 25 (coffee table)
 Museum exterior (front door)
 Orange Rock (buried)
 Room 33 (under clothes pile)
 NE Arm hexagram (fence)
 L'Ermitage (cave)
 SW Arm hexagram (cave entrance)
 "The Site" (tree)
 Museum entry (postcard rack)
 Comes with Harley
 Hotel hall (food tray)



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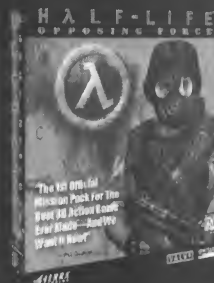
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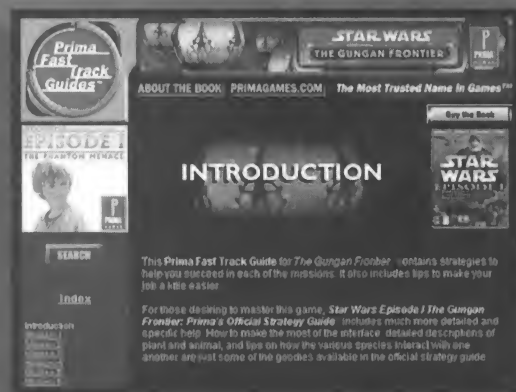
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